

PRIMA'S OFFICIAL STRATEGY GUIDE

COLLECTOR'S EDITION

**COMMAND
&
CONQUER™**

**RED ALERT
2**

**In-Depth
Multiplayer
Tips**



Steve Honeywell

primagames.com



**Westwood
STUDIOS™**

WINDOWS® CD-ROM



Prima's Official Strategy Guide

Steve Honeywell

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Chapter 1: Introduction

What's Past Is Prologue

In 1946, Albert Einstein conducted some interesting experiments into the nature of time and time travel. Although motivated by a desire for pure knowledge, Einstein had an ulterior motive, too. He believed that a man, able to travel through time, could sneak into Germany in the 1920s and assassinate Adolf Hitler, preventing World War II and saving millions of lives.

After a successful test of Einstein's theory, the world changed dramatically. So did the past. With a weak Germany to the west, Josef Stalin's Soviet Union realized that it could march to the sea, conquering all of Europe and spreading Soviet Communism across two continents. The manifest destiny of Russia was to rule from the Atlantic to the Pacific.

Only the combined might of the Allied powers and their superior technology managed to defeat the Soviets and push them back within their own borders. In the final Allied assault on Moscow, Stalin was killed, ending one of the greatest threats to freedom and peace in the history of Humankind. Only one question remained: what to do with the massive Soviet Union and its military build-up?

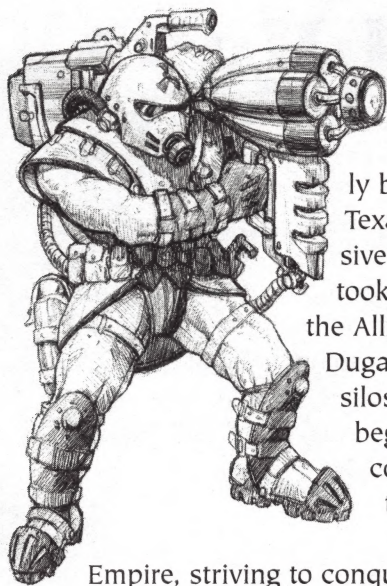
The solution was obvious. In the place of Josef Stalin, the Allies ensconced General Romanov, a career military man in the Soviet Army. Romanov espoused the ideals of the Allied powers and set about turning the Soviet Union into a benevolent power, actively seeking to help other countries around the world. Once again, Europe knew peace.

The Current Situation

It was a ruse, of course. Romanov secretly burned with hatred for the Allied powers that had destroyed his beloved Soviet Union and crippled its military might. On the surface, he proclaimed the right things and made the right moves to appease the Allies, but inside he seethed. He would build the Soviet Army again; he would conquer again. And this time, instead of taking Europe, he would crush the main source of the destruction of the former glory of Mother Russia: the United States.

Around this time, a man named Yuri became Romanov's advisor. Yuri was originally commissioned by Stalin to lead a top secret research program. Little was known, but the Allies suspected Yuri was trying to develop mind control as a military weapon. Also around the Soviet Union, secret research began, investigating further into the nature of electrical phenomena. Other researchers probed the fringes of science, exploring the validity of psychic phenomena. Undone in the previous war by superior Allied technology, Romanov vowed that the Soviets wouldn't just muster a larger and stronger army, but would also boast more powerful technology than the Allies.

Although the Allies were lulled into a false sense of security by Romanov's benevolence, they weren't completely idle. Allied researchers developed new technologies harnessing the power



of pure light as a weapon. The Allies also conducted secret research into weather control, allegedly gaining the ability to create terrible lightning storms on command.

Regardless of their technology, the Allies were taken completely by surprise when Russian troops started pouring into New York, Texas, and California. Some citizens in the areas complained of massive headaches, while others stopped whatever they were doing and took up arms in favor of the Soviet troops! During the initial invasion, the Allied nuclear capability was destroyed. Seconds after President Dugan issued a retaliatory strike on the Soviet Union, all Allied missile silos malfunctioned and were destroyed. Romanov's invasion had begun, and the Allies were knocked back on their heels, unable to cope with the psychic power of the Soviet forces, overwhelmed by the hordes of Soviet Conscripts attacking their shores.

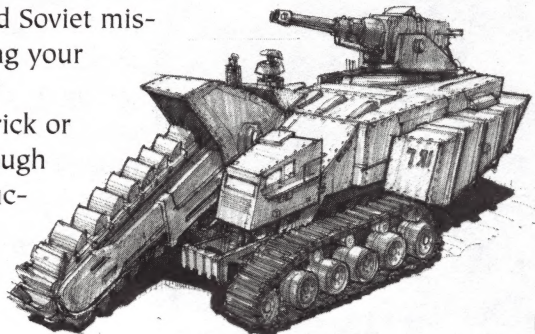
So, which will it be? Will you fight for the glory of the Soviet Empire, striving to conquer the United States and dominate the globe? Or will you fight for freedom and repel the Soviet invaders?

How To Use This Book

Command & Conquer: Red Alert 2 is a game of massive proportions. Huge armies wielding tremendous power fight it out over a landscape blasted by the effects of their incredible weaponry. Both sides have advantages. The Allies boast superior air power and access to much more information than the Soviets, allowing them to pick their shots and hit the Soviet army where it's most vulnerable. The Soviets have unique and powerful technology, superior numbers, and greater firepower.

The size of this game and the sheer number of possible tactics make it impossible to create a book that will offer every possible strategy for every conceivable situation. However, we've made an attempt to do just that. Within these pages, you'll find information about every item, unit, and building on both sides of the conflict, as well as strategies for using them all. You'll learn how to manage your economy to get the most out of the money you have, how to build and defend a base, and how to attack the enemy most effectively, whether Allied or Soviet. Complete walkthroughs for all of the Allied and Soviet missions are provided, as well as some hints for improving your chances in multiplayer games.

In short, this book doesn't contain every possible trick or every possible strategy, but it contains more than enough to get you started and give you the best chance for success—whether you're playing against the computer or against a group of friends online.



Chapter 2: Allied Units and Structures

Units

Allied units, in general, lack the more esoteric nature of many of the Soviet units. With the Allies, what you see is very much what you get. Although their units tend to be more straightforward, they have a tremendous ability to adapt to various situations. They're well balanced against the Soviet attack, adding speed, range, and sometimes durability to compensate for less power.

The following units and structures are arranged in order of importance and obtainability, from earliest to latest in the game.

Infantry

GI



The GI is the most basic unit in the Allied arsenal. Slow of foot and easily killed by anti-personnel weaponry, the GI is nonetheless a tough customer when traveling in groups. Matched one-to-one against Soviet Conscripts, the GIs will come out on top every time, often with just a couple of losses.

In addition to their ability to capture neutral buildings—which gives them a substantial upgrade in terms of firepower, rate of fire, and durability—GIs can deploy themselves into small, sandbagged foxholes. This gives them some added firepower and range, as well as making them a little harder to kill. A group of deployed GIs is an excellent line of defense, particularly against soft targets.

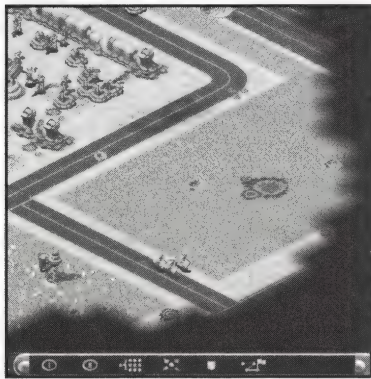
Attack Dog



The Allied Attack Dog is an anti-personnel unit designed to slay Soviet infantry quickly and efficiently. As Soviet troops approach an Allied position, the Attack Dogs rush forward and spring on their foes, ripping out their jugulars and killing them quickly. While they are more fragile than GIs, they are also much faster at killing their foes. They cannot be mind-controlled by the Soviets.

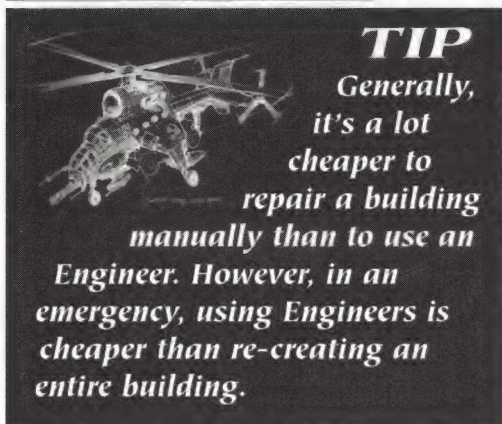


Engineer



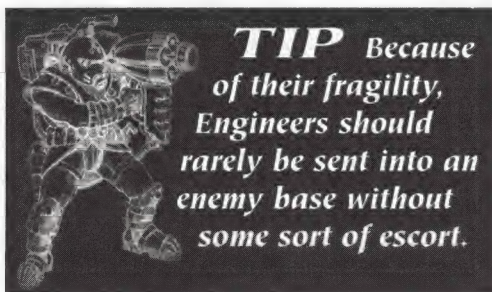
Engineers are expensive noncombatant units. At first glance, the high price of Engineers doesn't seem to be justified, especially because they can't even defend themselves against a single enemy Conscript. However, Engineers have abilities other than combat skills that make them one of your most valuable assets.

Any buildings you own that take substantial damage can be instantly, fully repaired by sending in an Engineer. Engineers can repair neutral buildings in the same way. By sending an Engineer into a repair hut next to a broken bridge, you can repair the bridge completely as well.



TIP

Generally, it's a lot cheaper to repair a building manually than to use an Engineer. However, in an emergency, using Engineers is cheaper than re-creating an entire building.

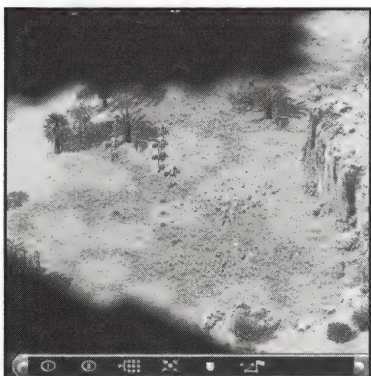


TIP

Because of their fragility, Engineers should rarely be sent into an enemy base without some sort of escort.

Their real use is capturing enemy buildings and neutral tech structures. Putting an Engineer in an enemy building converts it to your side instantly, and may allow you to duplicate enemy technologies. Capturing a neutral tech structure with an Engineer gives you all the benefits of owning that building.

Rocketeer



Effectively, the Rocketeer is a GI with a jet pack. These units hover above the battlefield, sniping at any enemies that come into range. Although they're incredibly vulnerable to Soviet flak, Rocketeers enjoy virtual immunity from most other Soviet attacks. They aren't very powerful, but Rocketeers have the ability to completely ignore terrain and go virtually anywhere. Their mobility gives them the power to attack Soviet bases from unique and unexpected angles.

Aside from their vulnerability to anti-aircraft fire, the drawbacks of Rocketeers are their expense, which usually prevents them from being built in large quantities, and their low power, which is mainly useful in stopping enemy infantry and lighter vehicles.

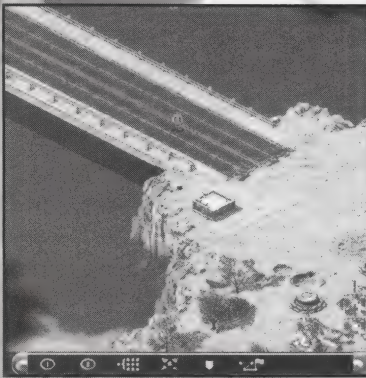
Spy



Allied Spies are stealth units designed and trained to infiltrate the enemy base and come away with valuable information or material. Like Engineers, Spies have no means to defend themselves, but unlike Engineers, they often have no need to do so. To make a Spy disguise as an enemy, select the Spy, then target and left-click on an enemy. They can disguise as any infantry unit, including dogs. Once their disguise is in place, they're free to enter the enemy base without alerting Soviet troops or base defenses. The bane of the Spy is the Soviet Attack Dog and Yuri's Psi-Corps.

The effect of the Spy depends on the building he manages to infiltrate. Getting a Spy into an enemy War Factory or Barracks allows you to build veteran vehicles and infantry. A Spy sent into an enemy Refinery steals a portion of the money in that Refinery. Spies who infiltrate an enemy Tesla Reactor or Nuclear Power Plant shut off the enemy power for a short period of time. Putting a Spy into an enemy Nuclear Missile Silo or Iron Curtain resets the timer for that device. Put a Spy into an enemy Battle Lab in order to gain the ability to train a Psi-Commando.

Tanya



Tanya is a special infantry unit. She is multi-functional, capable of single-handedly stopping hordes of enemy infantry. In the right situation, she can dismantle a Soviet base by herself. She is equally able to move on land and water. Tanya carries two .45 caliber automatic pistols that kill enemy infantry units in a single hit. However, Tanya is extremely ineffective against vehicles.

Inside an enemy base, Tanya doesn't attack buildings normally. Instead, she infiltrates the building and sabotages it, demolishing it completely. In the water, she is just as capable of destroying enemy ships with a single, well-placed demolition charge.

In some missions, you may be able to build Navy SEALs. SEALs are identical to Tanya in all important respects.

Navy SEAL

Navy SEALs are close to the ultimate unit in terms of infantry. Armed with a powerful machine gun, SEALs eliminate infantry with a single burst. SEALs can swim like Tanya, and can sink enemy ships and destroy enemy buildings like Tanya as well. When you can create them, they are one of your most powerful units, however they are not very effective against enemy vehicles. SEALs are only available in the single-player campaign missions.





Chrono Legionnaire



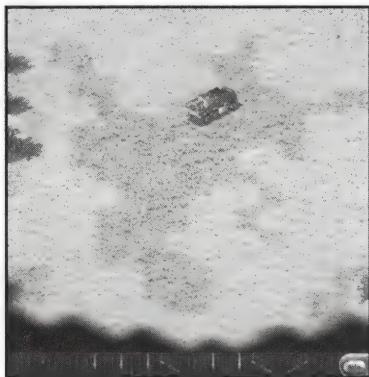
Perhaps the most esoteric of all Allied units is the Chrono Legionnaire. These units don't walk across the battlefield. Instead, they move through time, transporting themselves from location to location. The longer the distance traveled, the longer it takes for a Chrono Legionnaire to phase back in to normal time. They can't attack while out of phase, and they're vulnerable to enemy fire in this state.

The weapon of the Chrono Legionnaire is unique as well. When fired, it does no damage, but slowly erases the target from existence. Larger, more powerful targets take longer to erase. The upside of this weapon is that it takes the target completely out of normal time, which makes the target unable to retaliate while it's

being erased. The down-side is that, if the Chrono Legionnaire is killed or switches targets before the enemy is erased, the enemy sustains no damage. These infantry units are very effective at attacking Ore Miners.

Vehicles

MCV



The Mobile Construction Vehicle (MCV), is not a combat unit. It has no form of defense other than the ability to roll over enemy infantry. It is, however, an important unit. When deployed, the MCV becomes a Construction Yard, the heart of every Allied base. You'll often start missions with an MCV and, in later missions, you'll be able to create this vehicle and use it to start a secondary base. In multiplayer missions, you can pack up your Construction Yard into an MCV.

Chrono Miner



If the MCV is the heart of your base, the Chrono Miner is the lifeblood. This vehicle controls virtually every aspect of the Allied economy, allowing you to create new structures, units, and base defenses. The function of this vehicle is to drive through ore fields and harvest the loose ore found on the ground. This ore is then turned into cash at your Refinery. Like the MCV, the Chrono Miner is defenseless, although it can drive over and crush most Soviet infantry units.

One of the more interesting features of the Chrono Miner is its ability to teleport. Although it must drive from the Refinery to the

ore field, once fully loaded, it can chrono back to the Refinery. Not only does this ability save a lot of time, allowing the Allies to harvest ore more quickly than the Soviets, it also allows the vehicle to quickly escape from danger. If your Chrono Miner is under attack or infested with a Terror Drone, select it, then select a refinery to immediately escape.

Grizzly Battle Tank



More than any other unit on the Allied side, the Grizzly Battle Tank is the basic, default unit. Large, powerful, and fast, Grizzlies are good all-purpose vehicles, particularly against enemy armor and structures. However, these tanks aren't nearly as effective at stopping Soviet infantry.

Grizzly tanks are much smaller than their Soviet counterpart, the Rhino Heavy Tank. Grizzlies have less firepower and less armor. In a straight fight, the Soviet tank will win every time. Fortunately for

the Allies, Grizzlies are less expensive to build, and are much faster than the Soviet tank, allowing for hit-and-run tactics and quick retreats.

Infantry Fighting Vehicle



The Infantry Fighting Vehicle (IFV) is the most versatile and interesting piece of equipment on the battlefield—for either side (in certain circumstances, such as the Soviets taking over an Allied War Factory with an Engineer, they can build this Allied vehicle and make some really interesting combinations). This is a light vehicle, designed mainly as an

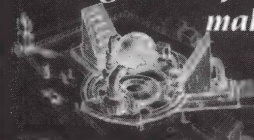
anti-personnel weapon, but also effective against Soviet air units and missiles. When first produced by the War Factory, an IFV fires a twin rocket that can damage light vehicles and infantry, and also shoot down Soviet V3 and Dreadnought Missiles.

Where the IFV comes into its own is in its amazing versatility: its function changes depending on the infantry unit it carries inside. Placing a Spy, a GI, or Tanya in this vehicle changes it from a rocket IFV (its normal state) into a machine-gun IFV, which is even

TIP Hold down the **[Alt]** key to drive over infantry units. It's more effective than shooting them. You can't drive over units in armored suits, like the Tesla Trooper.



TIP Some intriguing possibilities are offered with some of the Soviet units. Tesla Troopers in an IFV make a Tesla IFV, boasting a powerful weapon, while a Flak Trooper placed in this vehicle makes, essentially, a Flak Track. A Yuri or Psi-Corps Trooper placed in an IFV makes for a fleet vehicle with a very powerful close-range attack. Placing a Crazy Ivan in an IFV makes, essentially, a large car bomb.





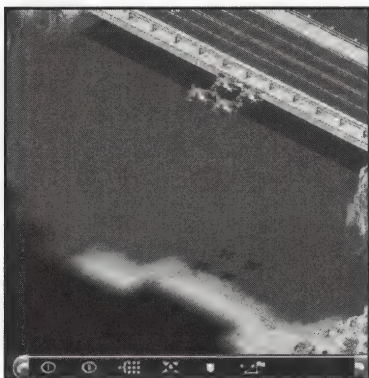
more effective against infantry. Tanya and Snipers can be especially effective when placed inside an IFV. With an Engineer inside, an IFV becomes a field repair vehicle, able to fix damage on any of your vehicles. With a Chrono Legionnaire, the IFV moves like a normal IFV, but fires the Chrono Legionnaire's weapon.

NightHawk Helicopter Transport



Because the Allied strategy is focused on gathering superior information and denying information to the Soviet army, the NightHawk Helicopter is an important unit. This stealth helicopter doesn't show up on Soviet radar. Capable of carrying up to six infantry units at a time, this vehicle allows for rapid movement across the map and pinpoint placement of guerrilla strikes. It's also equipped with a machine gun to help clear the landing zone. Although it's invisible to radar, this unit is very susceptible to being destroyed by anti-aircraft fire.

Harrier



Allied air superiority comes in the form of the Harrier. Designed for lightning-quick air strikes, a group of Harriers can demolish an enemy structure in mere seconds. These units are vulnerable to Soviet flak, however, making their use against well-defended bases dangerous. Up to four Harriers can be placed on a single Air Force Command structure.

Prism Tank



Just as the Soviet scientists have harnessed the raw power of electricity with their Tesla technology, the Allies have developed the ability to turn light into a destructive force. Prism Tanks are unique vehicles that fire a beam of focused light, damaging not only the target but also other, nearby enemies. Large groups of Prism Tanks can focus their light beams into a single, massive strike capable of destroying even a Soviet Apocalypse Tank with a single shot.

However, Prism Tanks are notoriously frail. They must be well-protected against even the lightest Soviet assault. Their slow rate of fire only adds to their vulnerability in heavy combat.

Mirage Tank

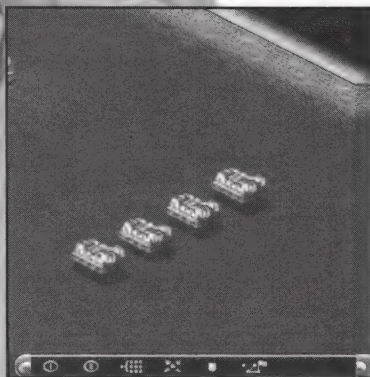


The Allied Mirage Tank is a camouflaged raider. At rest, this vehicle refracts light in a unique way, giving the impression of being an ordinary tree. A passing Soviet column can drive right through a “forest” of Mirage Tanks and never know what hit them.

This cloaking ability has its price in both firepower and durability, however. Although they’re more robust than Prism Tanks, Mirage Tanks can’t take the pounding of a Grizzly tank, and their shot is much less effective. Basically, the Mirage shot is less powerful than the Prism’s shot, but more powerful than the Grizzly’s. Still, the ability to fire from what is effectively permanent cover makes up for this unit’s weaknesses.

However, they reveal themselves for an instant when they fire. They automatically fire on any nearby enemies.

Amphibious Transport



At first glance, the Amphibious Transport is a rather lackluster version of the NightHawk Helicopter Transport. After all, this vehicle can’t fly, nor does it stay hidden on Soviet radar.

This unit does have several advantages, though. First, it has double the capacity of the NightHawk. Second, and just as important, it can carry up to two vehicles, while the NightHawk can carry only infantry units. The Amphibious Transport is quick and agile, and as its name implies, it’s just as at home in the water as it is on land. Although it would seem this unit could be built on land just as easily, Amphibious Transports are created at the Allied Naval Yard.

Destroyer



Destroyers are the all-purpose ships of the Allied side.

Destroyers are one of the few Allied units capable not only of detecting Soviet Submarines and Giant Squids, but of destroying these enemies, as well. Destroyers can attack targets on the land and sea with a powerful, but relatively short-ranged gun. Submerged targets are attacked with an Osprey that is stationed on the Destroyer’s deck.



Aegis Cruiser



Aegis Cruisers are the seagoing equivalents of anti-aircraft batteries. Unable to defend themselves against other ships or submarines, Aegis Cruisers work as support craft, defending both shoreline and other capital ships from the powerful missiles of Soviet Dreadnoughts and V3 Rocket Launchers. You don't need many, but not having any makes your sea-faring forces very susceptible to the powerful Soviet navy.

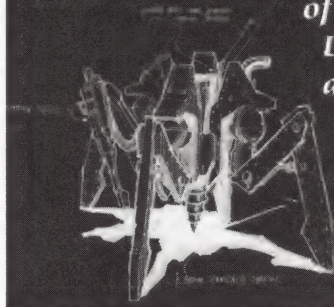
Aircraft Carrier



The Allied desire for air superiority manifests itself in the Aircraft Carrier. These massive ships hold a trio of small fighter planes that, like Harriers, are capable of focusing a tremendous amount of fire on an enemy target. Like all aircraft, these jets are vulnerable to damage from Soviet flak. Aside from these aircraft, Carriers are completely defenseless.

Where Aircraft Carriers truly excel, though, is in their ability to keep attacking. Any of the aircraft possessed by an Aircraft Carrier that are shot down are quickly replaced at no cost. Few weapons can muster such a continuous and deadly assault against an enemy position.

TIP Never use Aircraft Carriers without the support of both Destroyers and Aegis Cruisers.



Dolphin



Although not exactly a vehicle, the Dolphin is created in your Naval Yard. It's a stealth unit, and doesn't appear on Soviet radar until it attacks or is spotted. Dolphins attack with a modified form of their natural sonar, striking at any enemy currently in the water.

While frail, Dolphins are the only good defense against Soviet Giant Squids. When Dolphins fire their sonar on a Squid that's capturing a ship, they can force the Squid to release its victim, allowing the Squid to be attacked by Destroyer helicopters and the

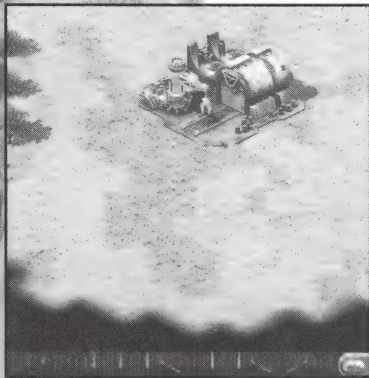
Dolphins themselves. Dolphins are also capable of attacking Soviet Typhoon Submarines, offering yet another line of defense against these vessels.

Structures

The Allies have developed their technology along several important lines. Harnessing the power of light (as seen in the Prism Tank) is just one research pathway that gives them the technical ability to conquer their foes. Superior information is the focus of the Allied battle plan, and the structures available when playing as the Allies reflect this style.

Base Infrastructure

Construction Yard



The Construction Yard is the most important structure you possess. Without it, you can't expand your base or increase your level of power, because, this building creates every other structure you need for your base. Although you'll spend more time dealing with your War Factory, Refineries, Barracks, etc., nothing happens without going through the Construction Yard first. This building must be protected with adequate air and ground defenses at all times.

In multiplayer games, you can pick up your Construction Yard and move it. Select it, then left-click on the point you want to move it to. It will pack into a MCV and move. Note that any construction in progress will be cancelled.

Power Plant



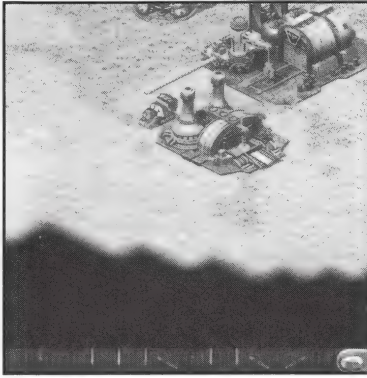
Power Plants are the generators that maintain your ability to work and fight at optimum efficiency. These structures create the electrical power to run virtually all of your other buildings, with the exception of some, like the Construction Yard, that can produce their own power. Without power, many of your base defenses don't work, your radar doesn't operate, and constructing units takes much longer.

The bar to the left of your Build menu shows the current power situation on your base. You should always check this before adding a new structure. If your power is low, build and place a Power Plant before adding a new defense system or building.

Power Plants are very fragile and easily destroyed. Keep them protected at all times. If your power goes down, you're extremely vulnerable.



Refinery



Although the Construction Yard is your base's production mainstay, the Refinery is also important. Without it, you'll quickly run out of money and be unable to increase your number of units, your defenses, or the size of your base. All of your economy comes through the Refinery, and it creates the wealth you need to claim victory.

The Refinery is a repository for the ore mined by Chrono Miners. Ore is dumped into the Refinery and processed, at which time it becomes cash you can use to build structures and units and make repairs. Each Refinery, when placed, comes with a Chrono Miner. You almost always need a Refinery, and you'll often want several.

Barracks



All of your infantry units are created in the Barracks. Everything from a simple GI to the complicated and expensive Chrono Legionnaire comes from this small, inexpensive structure. Additionally, the presence of a Barracks is required to build some of your larger and more powerful structures, including all of your base defenses. Build this structure early in a mission and keep it toward the front of your base.

If you have multiple Barracks, all infantry come from the Primary Barracks. You can change this by double left-clicking on it. You can also establish rally points for your infantry by selecting the Barracks and left-clicking on the map position you want newly built soldiers to move to. Note that you get a modest decrease in infantry build time if you erect a second Barracks.

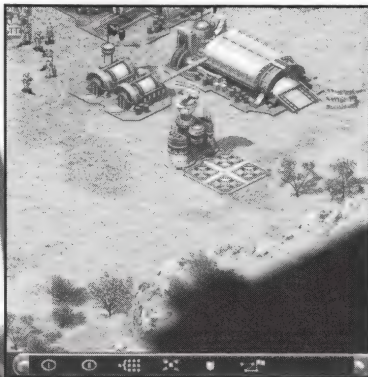
War Factory



The War Factory is for ground vehicles what the Barracks is for infantry. All ground vehicles (except the Amphibious Transport), as well as NightHawk Helicopters, are built in the War Factory. Because you need many vehicles in your fight against the Soviets, this building is one of your most important. Like the Barracks, it should be near the front of your base to allow your new units to reach the battlefield quickly.

If you have multiple War Factories, all vehicles come from the Primary War Factory. Change this by double left-clicking on it. Also, establish rally points for your vehicles by selecting the War Factory and left-clicking on the map position you want newly built vehicles to move to. Note that you get a modest decrease in vehicle build time if you erect a second War Factory.

Air Force Command

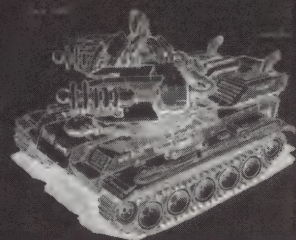


The Air Force Command is a dual-purpose structure. When this structure is initially placed, you activate the radar display, allowing you to see a larger portion of the battlefield and to monitor Soviet activities. This reason alone is enough to build an Air Force Command.

However, there's another reason to create this structure. Each Air Force Command can house up to four Harriers (which are built at

the Air Force Command building instead of the War Factory). So, in addition to providing radar, this structure also provides you with air-strike capabilities.

NOTE If you want more than four Harriers, you must first build additional Air Force Command buildings.



Naval Yard

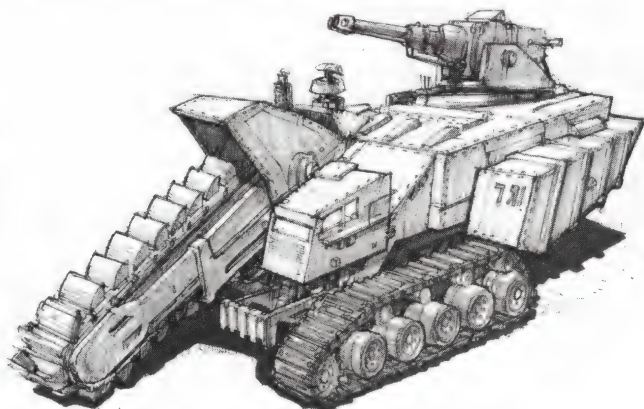


If it goes in the water, it's built at the Naval Yard. Everything from the Amphibious Transport to the Dolphin is created at this structure. The Naval Yard is placed directly in the water, and so can be somewhat distant from your main base.

Because it can be separated from your other structures, you should pay special attention to keeping your Naval Yard protected. A few nearby Aegis Cruisers or several base defenses placed on the shoreline help this structure stay afloat. Note that you may not be able to construct base defenses near the Naval Yard if it is too far away from your base.



TIP
Damaged ships
can be sent into
the Naval Yard
to be repaired.





Battle Lab



The Allied Battle Lab is a huge structure that dominates the battlefield. For advanced missions, it's one of the most important structures because of its incredible power. In addition to the Prism Tank and the Mirage Tank, the Battle Lab gives the player access to advanced infantry units like the Chrono Legionnaire and Tanya (multiplayer only). It also allows the player to build super weapons like the Chronosphere and Weather Control.

Service Depot



A Service Depot allows you to patch up damaged vehicles at a small price. Because the Allies can place an Engineer in an IFV and repair vehicles directly on the battlefield, the necessity of this structure is limited. The Service Depot is a prerequisite for building additional MCV's.

Ore Purifier



One way the Allies can improve their odds against the Soviets is to generate more than the Soviets do. Soviets can produce Conscripts at twice the rate of Allied GIs, and their tanks are much more powerful than the Allied Grizzlies. So, how do you match them?

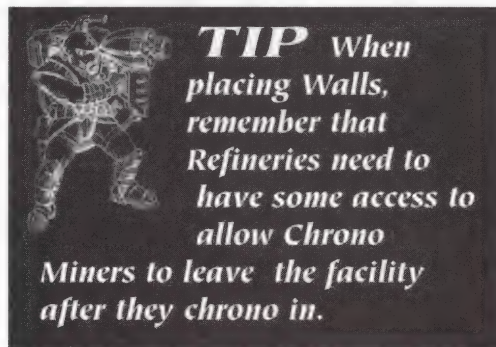
One way is with the Ore Purifier. This structure further refines the ore brought in by the Chrono Miners and makes it more valuable, allowing you to make a little more cash from each load of ore. In a long battle, the Ore Purifier pays for itself several times over.

Base Arsenal

Wall



A basic passive defense system, Walls are designed to keep the enemy out. Allied concrete Walls are low, but can't be driven over by enemy vehicles or climbed by Soviet infantry. Consider encasing some of your more valuable structures behind Walls. Around Construction Yards, Power Plants, and Battle Labs are good choices for defensive Walls. Surround your important buildings to protect against attacks, especially by Spies.



Pillbox



The Pillbox is basically a heavily reinforced machinegun nest. This small concrete bunker is difficult to destroy, and offers a good range for its weapon. It's extremely effective against enemy infantry. Although it can fend off tanks, it is less valuable against these vehicles. One benefit of Pillboxes is that they continue to operate even if you lose power. Pillboxes can't attack aerial enemies. Make sure to use the range circle to judge the range for each Pillbox.

Patriot Missile System



Patriot Missile Systems seem like overkill against the Soviets, who have just one airborne unit. However, these devices do more than just attack Kirov Airships. Patriot missiles are capable of shooting down enemy missile attacks, including those fired by V3 Rocket Launchers and Dreadnoughts. They're your best defense against these high-powered Soviet rockets.



Prism Tower



The only Allied base defense more powerful than a Prism Tower is a group of Prism Towers. Make sure to put them in close proximity to one another since they can support each other to create an even more powerful beam. This massive defense system fires a beam of concentrated light that strikes any ground- or water-based enemy, doing incredible amounts of damage.

Groups of Prism Towers, like the smaller Prism Tanks, can fire a devastating beam, capable of destroying even the most powerful Soviet unit with a single shot. Networks of Prism Towers provide a virtually impenetrable net of destructive power. However, they also require an incredible amount of power to keep running.

Spy Satellite



Allied forces believe that superior knowledge of the battlefield gives them the edge to defeat the Soviet army. Enter the Spy Satellite. This device gives you a complete view of the entire battlefield, completely exposing the shroud and revealing the location of everything on the map. With it, you can find weaknesses in the Soviet base, see incoming attacks long before they reach you, and plan your attacks much more intelligently.

If your Spy Satellite uplink is destroyed or sold, the shroud returns. You'll only see the areas where you have units and structures.

Gap Generator



Going hand-in-hand with the Allied idea of superior information is the idea of denying information to the Soviets. The Gap Generator creates a large patch of shroud that appears on Soviet radar, protecting the location of your base from their view. Large bases may require several Gap Generators to completely shroud them, and this requires a lot of power from your Power Plants. Still, the Soviets can't hit what they can't see. You cannot build the Gap Generator in Solo missions.

Chronosphere



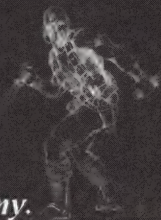
The Allied Chronosphere is a time-travel device that allows you to teleport your units from place to place. It operates in much the same way as a Chrono Legionnaire, although instead of moving itself, it moves units. The longer the distance traveled, the longer it takes for the units to phase back in to normal time. A group of units essentially the size of a 3X3 square on the battlefield can be moved at once. In actual use, you can transfer six to eight vehicles at a time.

The incredible forces at work in the Chronosphere make it instantly deadly when used with infantry units. No infantry unit, including a

Chrono Legionnaire, can survive the use of a Chronosphere. You can kill incoming Soviet infantry with this device if you wish.

The Chronosphere can transport ground vehicles or ships, but it can't transfer both. You can destroy Soviet ships with the Chronosphere by transporting them onto land. You also can get rid of Soviet ground vehicles by transporting them into water.

TIP If you find a group of Soviet War Miners close to each other, use the Chronosphere and drop them into the water. This will put a serious strain on the Soviet economy.



Weather Control Device



The most closely guarded secret of the Allies is their ability to harness the forces of nature with the Weather Control Device. This powerful device allows you to create a catastrophic lightning storm at any location on the map. Once created, the storm moves in and sends down bolts of lightning capable of disintegrating units and destroying buildings. Lighter buildings can be destroyed with a single strike, while others, like a Construction Yard, need several bolts of lightning. It's possible to destroy even the toughest Soviet building with a lightning storm, but in practice, its better used for softening up tougher targets, eliminating base defenses, and weakening Nuclear Missile Silos and Iron Curtains.



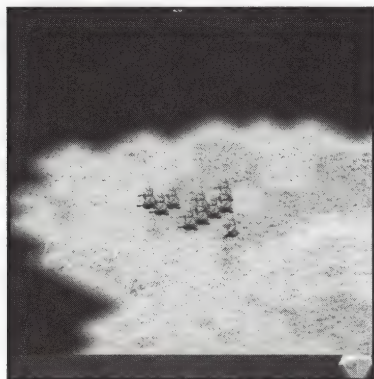
Chapter 3: Soviet Units and Structures

Units

The Soviet army has conducted interesting research on electrical and psychic phenomena. Soviet military strategy relies on two basic principles: overwhelming power and overwhelming numbers. The units available to the Soviets reflect these twin philosophies. Many are low-powered but inexpensive and, therefore, easily produced in mass quantities; others feature incredible strength.

Infantry

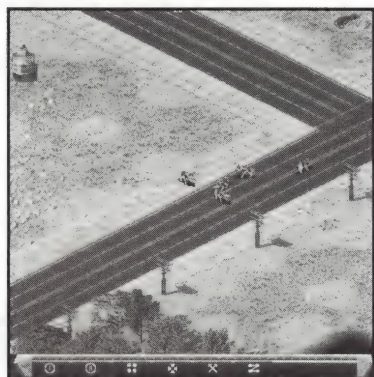
Conscript



The basic Soviet military unit is the Conscript. Cheap and quick to build, Conscripsts are easily killed and don't pack a lot of power. In large groups, they can be effective against enemy infantry and other lightly armored targets.

The greatest benefit of Conscripsts, other than the advantage of being mass produced for next to nothing, is that they can capture and fortify neutral buildings. Use Conscripsts to garrison civilian buildings around the map to create strategic choke points. Because of their low cost, Conscripsts are a vital part of your force in virtually every Soviet mission.

Attack Dog



An Attack Dog is a large, trained Siberian Husky. These units are worthless against vehicles and armored targets. Against infantry, they rush to attack, almost instantly slaughtering anything they sink their teeth into.

Attack Dogs are the only units trained to recognize enemy Spies disguised to look like friendly troops. Attack Dogs cannot be mind-controlled. You'll want Attack Dogs guarding your base and your important structures in every mission.

In multiplayer, dogs are also an effective defense against Soviet enemies that mind-control: Yuri, Psi-Commando, and Yuri Prime.

Engineer



Engineers are noncombatant units and, for units that can't defend themselves, they're incredibly expensive. They're fragile, too, and easily destroyed by any enemy unit. Regardless, Engineers are one of the most critical units you can build and use.

Engineers, when placed in one of your damaged buildings, completely repair that structure instantly. Moving an Engineer into the Bridge Repair Hut of a destroyed bridge repairs the bridge. But these are two of the more mundane uses of Engineers.

Their real benefit is their ability to capture enemy buildings and neutral tech buildings. Simply move

an Engineer into any enemy structure, and it instantly converts to become yours. Judicious use of Engineers allows you to create infantry and vehicles of the Allied army by taking an Allied Barracks or War Factory. Stealing an enemy Refinery gives you all of the credits in that structure.

Engineers can't capture enemy base defenses or super weapons.

Flak Trooper

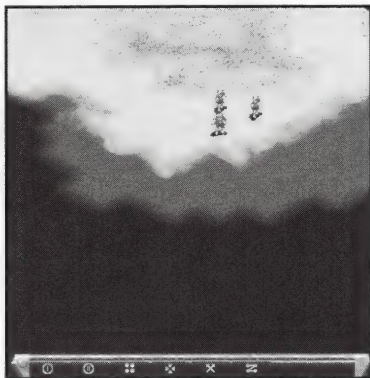


One thing that Conscripts can't do is attack aerial units. This is where the Flak Trooper comes in. Armed with scaled-down Flak Cannons, these troops are specially designed to be effective against both enemy infantry and aircraft. Much less expensive than full-scale Flak Cannons, Flak Troopers are mobile, and just as effective. However, these troops aren't very useful against armored units.



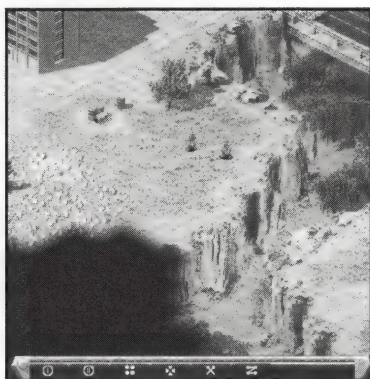


Tesla Trooper



The natural extension of Soviet Tesla technology was to make it portable. Behold the Tesla Trooper, an infantry unit that packs a massive electrical generator able to fire a powerful jolt at the enemy. Because of the size of their equipment, Tesla Troopers are very slow moving, but their special armored suits prevent them from being driven over by enemy vehicles. Move this infantry unit next to Tesla Coils to power them up.

Crazy Ivan



There's always one guy who's just a little bit unhinged. Crazy Ivan is that guy. He likes explosives. He likes them a lot.

Crazy Ivan is a noncombat unit against enemy troops: his expertise is in planting explosives and detonating them from a distance. When he can reach an enemy structure, Ivan can destroy it with his dynamite charges. Ivan can also plant bombs on cars, trucks, units, and even cows. When used in conjunction with Yuri, Ivan is deadly indeed.

Psi-Corp Trooper



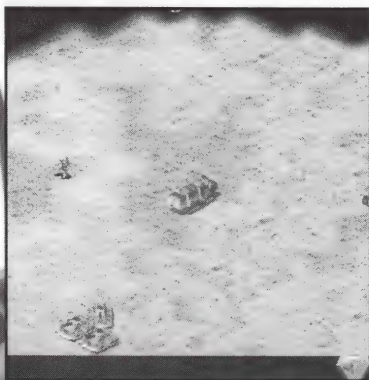
Psi-Corp Troopers are the result of years of Soviet research into psychic phenomena. With the power of their mind, Psi-Corp Troopers can control the actions of an enemy unit, effectively taking it over and using it against its former comrades. Psi-Corp Troopers can mentally control anything from an Allied GI to a Grizzly or Mirage Tank.

Although they are capable of taking over most enemy units, they can't control enemy miners (War Miners and Chrono Miners), Dogs, or Terror Drones. They can, however, sense enemy spies and mind-control them. Also, once Psi-Corp Troopers take over a unit, they can control its actions from a long distance, but they first must get very close to it to take over its mind.

When confronted, Psi-Corp Troopers can defend themselves by deploying. When deployed, Psi-Corp Troopers give off a massive burst of psychic energy that destroys the minds of those nearby. This attack can be used only at very close range. Note that in multiplayer games, the Psi-Corps Trooper is called Yuri.

Vehicles

MCV



The Soviet MCV is identical in most respects to the Allied MCV. When deployed, it becomes a Construction Yard. The only difference, of course, is that the Soviet MCV deploys into a Soviet Construction Yard.

War Miner



The War Miner is the Soviet equivalent of the Allied Chrono Miner, but it is different in many important respects. Like the Chrono Miner, its primary job is to harvest ore to be converted into money for creating structures and units.

This is where the similarities stop. Unlike the Chrono Miner, the Soviet War Miner can't teleport itself back to its Refinery. This tends to make Soviet ore collection slower than that of the Allies. However, it has twice the capacity of the Chrono Miner.

The War Miner also has an ability that the Chrono Miner doesn't. It's equipped with a powerful gun, which it uses to defend itself from minor threats in the ore field. A concerted attack on a War Miner will destroy it, but against infantry or a single enemy tank, the War Miner can easily defend itself and continue to harvest ore.

Rhino Heavy Tank



Like the Allied Grizzly Tank, the Rhino Tank is the main unit of the Soviet war machine. These large tanks grind slowly over the battlefield, destroying everything in their paths. Equipped with a powerful gun and extensive armor, Rhino Tanks can dish out a lot of damage and take a pounding, too.

The biggest drawback of Rhino Tanks is their slowness. In a battle against an equal number of Grizzly Tanks, the Soviet armor comes out on top every time because of superior firepower and their ability to absorb damage. However, they're much less able to pursue enemies and are often left behind other Soviet units when moving across the map.



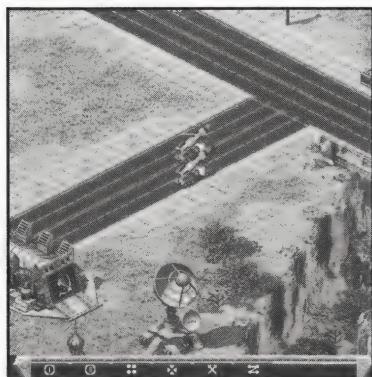
Flak Track



Soviet Flak Tracks are multipurpose vehicles. Their main purpose is as a first line of air defense, with the flak cannons mounted on them. Excellent against Allied air units, these cannons are also very effective against lighter vehicles and infantry.

Flak Tracks are also used by the Soviet army for troop transport, carrying up to five infantry units each to the battlefield. This is extremely useful in getting your infantry to the front lines at the same time as the vehicles, allowing for a unified and powerful attack.

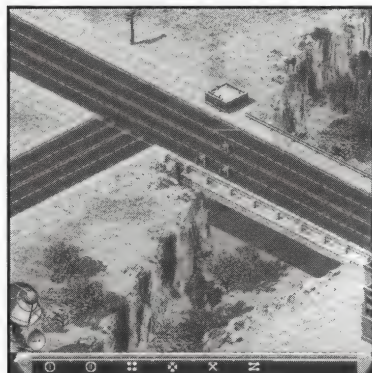
V3 Rocket Launcher



V3 Rocket Launchers are the closest thing the Soviet ground forces have to artillery. These slow units come equipped with massive rockets used to pound Allied positions and units. Their rate of fire is very slow, and the missiles themselves can be shot down by rocket IFVs or Patriot missiles. Additionally, because of their slow fire rate, V3 missiles are ineffective against moving targets. The V3 Rocket Launchers are frail and can be destroyed by an Allied Grizzly Tank with just a couple hits.

Regardless of their drawbacks, V3s are an excellent weapon. When the missiles hit (or are destroyed just above their target), they cause tremendous damage. The launchers are also excellent support vehicles, and are extremely good at softening the defenses of an enemy base before an over-run.

Terror Drone



Terror Drones are small mechanical spiders, created as an additional defense against enemy armor. When in the vicinity of an enemy vehicle, these devices launch themselves at their targets and burrow in, tearing apart the enemy from the inside. When the enemy is destroyed, the Drone emerges from the wreckage and launches itself at another target.

A heavy attack can destroy these relatively fragile devices before they reach their targets, making them most effective in large groups. Additionally, a vehicle being attacked by a Terror Drone can be moved into a Service Depot, where the vehicle can be

repaired and the Drone destroyed. When an Allied Chrono Miner is infested by a Terror Drone, he can teleport back to his refinery, leaving the Terror Drone behind. Because the Allies generally don't have a Service Depot near Soviet bases, Terror Drones are extremely effective base defenders.

Apocalypse Tank



The largest ground vehicle available to either side of the conflict is the Apocalypse Tank. This massive tank fires two huge cannons that are capable of destroying lighter vehicles with a single salvo and Grizzly Tanks in two or three. Just as important, Apocalypse Tanks have a small anti-air weapon mounted on the top that allows them to adequately defend themselves against airborne threats, particularly Allied Rocketeers.

Aside from their slowness and expense, Apocalypse Tanks have no real drawbacks. A single tank can handle an Allied assault by itself, and a group of them can lay waste to an Allied base in a matter of minutes.

Kirov Airship



Few units embody the Soviet military philosophy as well as the Kirov Airship. Kirovs are huge blimps that glide slowly over the battlefield, and being attacked by a group of them is like being attacked by heavily armored steamrollers. Kirovs are incredibly slow, moving about a third as fast as even a slow infantry unit. Once they reach their target, they lay waste to it with a barrage of bombs.

Because they're so slow, Kirovs are vulnerable to concentrated anti-aircraft fire. They're very durable, though, and large groups can destroy an entire base without additional support.

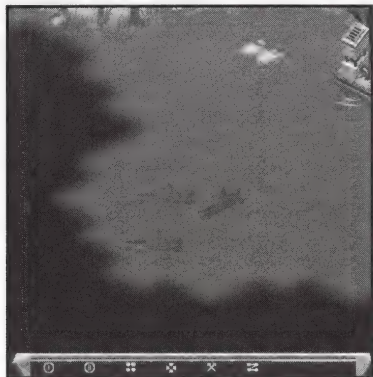
Amphibious Transport



Soviet Amphibious Transports are identical in all important respects to the Allied Amphibious Transports. It is equally at home on both land and sea. It is also created at the Naval Yard.



Typhoon Submarine



The ultimate Soviet stealth weapon is the Typhoon Submarine. These vehicles glide underwater and attack from beneath the waves with torpedoes. Typhoons only come to the surface when attacked.

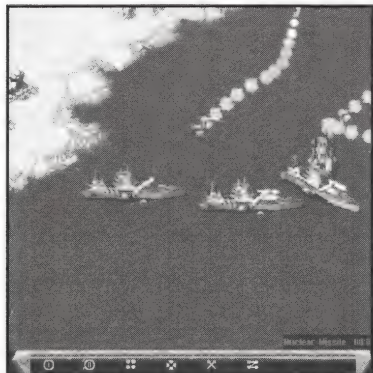
The torpedoes fired by Typhoons aren't particularly powerful, but in large groups, they're deadly weapons capable of eliminating any Allied ship quickly. The torpedoes can't damage anything on land.

Sea Scorpion



Sea Scorpions are the Soviet version of Aegis Cruisers. These small ships are equipped with an anti-air weapon that is extremely effective against all enemy aircraft, including Destroyer-based Osprey and the jets from Allied Aircraft Carriers. Against other ships, they're much less effective, and they can do little to land-based enemies.

Dreadnought



Dreadnoughts are the ultimate Soviet weapon on the waves. Armed with twin missile launchers, these ships are capable of blasting Allied positions well inside the shoreline, allowing for safe beach landings for your troops. Great range and tremendous firepower make them extremely valuable when attacking the Allies.

Because their missiles are relatively slow to fire and slow in the air, Dreadnoughts aren't as good at attacking moving targets or other ships. They must be protected by a solid escort of Sea Scorpions and submarines. Sea Scorpions are especially important, because Dreadnoughts have no air defense.

Giant Squid



Soviet scientists have managed to capture and tame Giant Squids. These legendary creatures attack by swimming under a ship and latching on with their tentacles, tearing the ship apart. Once in the process of ripping apart an enemy ship, they can be stopped only by the sonar attack of Allied Dolphins. Giant Squids are also stealth units, and can attack without warning.

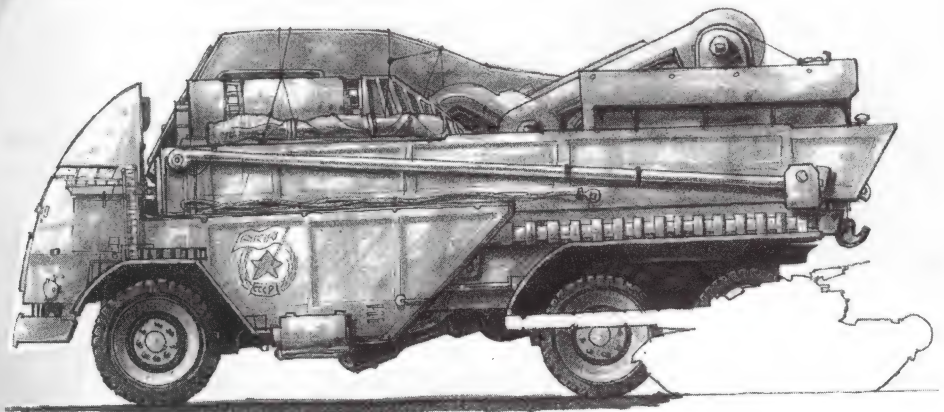
Giant Squids can attack Dolphins by butting with their massive heads. They're vulnerable to the helicopters from the decks of Destroyers, making these ships a prime target of the Squids. A ship in the clutches of a Giant Squid can't launch its Osprey to defend itself.

Structures

Base Infrastructure Construction Yard



The Soviet Construction Yard is identical in all important respects to the Allied Construction Yard. It creates all of the buildings of the Soviet army, and is the heart of any base. Without a Construction Yard, you can't add new buildings.





Tesla Reactor

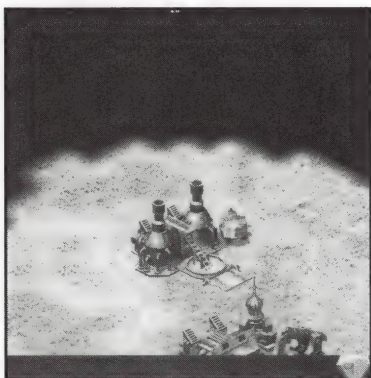


The Tesla Reactor is the Soviet version of the Allied Power Plant, although considerably more expensive than its Allied counterpart.

Like the Allied Power Plant, these structures are extremely frail and easily destroyed. A lack of power means that most of your base defenses, radar, and many of your buildings will stop functioning. Keep these structures safe at all times.

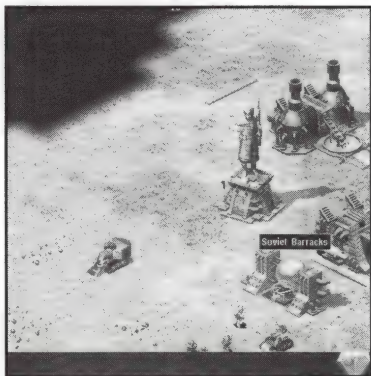
WARNING: If an Allied Spy infiltrates your Tesla Reactor, it will shut down the power to the entire base for a short duration.

Refinery



In most important respects, the Soviet Refinery is identical to the Allied Refinery. Like the Allies', the Soviet economy revolves around the Refinery. War Miners filled with ore return to the Refinery to turn that ore into cash. When built and placed, a Soviet Refinery comes with a War Miner.

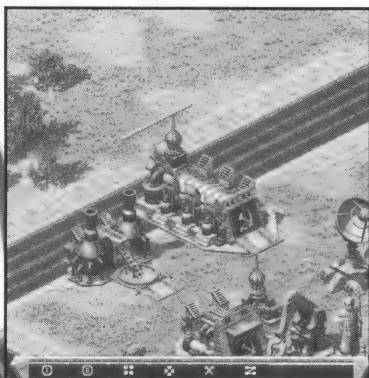
Barracks



The Soviet Barracks is identical to the Allied Barracks, except that it produces Soviet infantry units, including Attack Dogs.

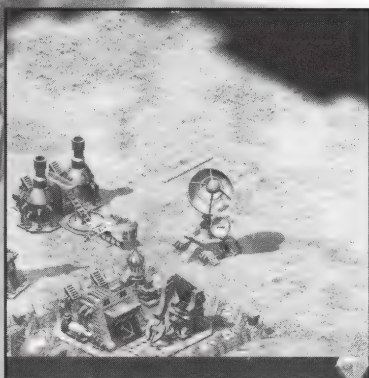


War Factory



The Soviet War Factory is identical to the Allied War Factory except that it produces Soviet vehicles, including Kirov Airships.

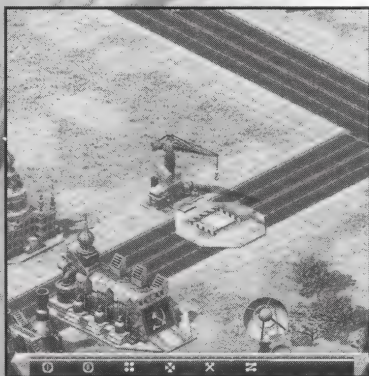
Radar Tower



Although the Soviet army doesn't depend much on air superiority, they still find it necessary to have Radar Towers protecting their bases. With this structure, you can keep tabs on a much larger portion of the map, and will be alerted to incoming enemy attacks.

The Radar Tower is a prerequisite for many of the more advanced structures and units available to the Soviet side. It requires considerable power, and will stop working if your base runs low.

Service Depot



The Soviet Service Depot is identical to that of the Allies. It's a little more important for the Soviets, because they don't have the ability to produce repair vehicles in most situations. This structure can repair any land vehicle, including Terror Drones.



Naval Yard



Except in what it produces, the Soviet Naval Yard is identical to that of the Allies. Like the Allied Naval Yard, ships can be moved into this structure to be repaired.

Battle Lab



The Battle Lab contains a number of important upgrades that you'll want in every mission possible. Many of the more advanced buildings and units require the technology produced in this structure. Your most powerful base defenses and devastating weaponry won't be available until you've built and placed this structure. Make sure you defend it adequately to prevent the Allies from infiltrating or destroying it.

Nuclear Reactor



The Soviets have solved the problem of running out of power by producing Nuclear Reactors. These buildings produce all the power you could ever want and more. With a Nuclear Reactor, you shouldn't have to worry about adding power for a long, long time.

There's a significant downside to this building, though. If you decide to rely on nuclear power instead of that provided by Tesla Reactors, you leave yourself open to destruction. If a Nuclear Reactor is destroyed, it creates a massive radioactive area that kills infantry and damages buildings and vehicles. If you decide to use this structure, guard it very carefully.

Cloning Vat



The Soviets have their own way of getting something for nothing. While the Allies use the Ore Purifier to generate more income, the Soviets use the Cloning Vat to produce more units for the same price. Effectively, the Cloning Vat is a second Barracks. Every time you produce a unit at your Barracks, you produce the same unit at your Cloning Vat for no additional cost. Build one Conscript, get two. Build 10, get 20.

The Cloning Vat has other uses, too. You can send units you no longer want into the Cloning Vat to be turned into raw materials, generating a percentage of that unit's production price in money.

Base Arsenal Walls



Soviet Walls have the same function as Allied Walls. They're designed to keep the enemy away from your more vulnerable structures. Use Walls to protect your Construction Yard, Tesla Reactors, Battle Lab, and Nuclear Reactors. Make sure to surround your key buildings to protect against attacks, particularly by Spies.

Sentry Gun

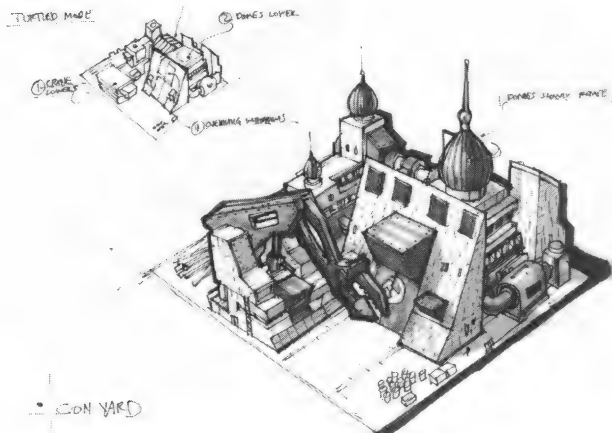


Sentry Guns are low-powered machine guns that fire on any ground or water target that comes within their radius. They're extremely effective against infantry and lighter targets, but do little damage to heavily armored units. Sentry Guns can't attack aerial enemies.

Sentry Guns don't drain power from your base, and they continue to function even if the base loses power.

Even though Flak Tracks and Flak Troopers are very effective against infantry, the Flak Cannon can't hit a target on land.

Tesla Coils will stop working if the base loses power, but you can prevent this from happening by stationing Tesla Troopers near your Tesla Coils. A Tesla Trooper standing next to a Coil will fire at the Coil, charging it up and allowing it to keep firing without relying on the base for power. It's a good idea to do this anyway, since it makes the Tesla Coil's attack much more powerful and allows it to attack at a greater range.



Psychic Sensor



The Psychic Sensor is perhaps the most fascinating device available to either side. This structure alerts you when anything within its radius is targeted by the Allies for attack. A line from the enemy to its target is displayed, giving you ample time to set up defenses and prepare for the attack. And the Allies think they have superior information!

Iron Curtain



Soviet philosophy is all about power. You can't get much more powerful than...indestructible. The Iron Curtain has the ability to make a group of units completely invulnerable to anything for about 25 seconds, allowing them to defend against a strong attack or create mayhem inside the enemy base.

Units in a 3x3 square can be affected by the Iron Curtain. In practice, you can generally expect to make six to eight vehicles completely impervious to enemy attacks when this device is used. Buildings can be made invulnerable, too. However, the incredible forces at work under the Iron Curtain make it instantly fatal for any infantry unit caught in its area of effect.

A note of caution: It's also possible to make enemy units invulnerable if you aren't careful.

Nuclear Missile Silo



Here's the ultimate Soviet weapon—a nuke. Need to get rid of something on the map? Nuke it!

Once the Silo is placed, it takes about 10 minutes to create a missile, and your enemy is likely to do everything possible to prevent you from launching. Once it's launched, though, nothing can stop the missile from hitting its target. Ground zero will be completely devastated by the impact—it shatters buildings and destroys units. Although some structures (like Construction Yards) are strong enough to withstand a missile, base defenses aren't and they'll be instantly obliterated.

Even better, a Nuclear Missile leaves behind a radioactive cloud that kills infantry units, damages vehicles, and generally makes the area unsafe for a while.

Chapter 4: Economics

Economic Reality

The unenlightened will tell you that *Command & Conquer: Red Alert 2* is purely about military power. However the truth is that, although much of your time is spent on military matters, your success in this game is completely dependent upon economics.

If you out-produce your enemy, you will win. Generate more money and use it more wisely, and you'll eventually crush your foe. Although attacking and defending intelligently are important, nothing is as critical to your success as generating as much money as you possibly can while denying the same to your opponent. More money means more defensive structures, more power, and more units.

Naturally, you don't want to have to spend a lot of time considering your economic situation. It's much more rewarding (and fun) to concentrate on the military aspects of the situation. What you need is the ability to get your economy working on all cylinders so that you can forget about it and get to work defeating your enemy. A few minutes spent at the start of the mission and occasional check-ups throughout will pay big dividends as the mission progresses.

Increasing Production

There are two basic types of ore located on the various battlefields. The first, the basic yellow ore, is the most common, and it's what your War Miners or Chrono Miners will be bringing in most of the time. A full miner load (their capacities are the same) brings in about

\$500 (Soviet War Miners return \$1,000) worth of ore each trip, less than the cost of a Grizzly or Rhino tank. This means that it takes several trips to build your most basic unit, regardless of which side of the conflict you're playing. Constructing an expensive item like an MCV requires half a dozen trips, and can take several minutes. This is simply too long to wait.



Fig. 4-1. Your miners are the key to generating enough money to survive and conquer.



Fig. 4-2. Once you get your economy working, you should be able to ignore it except in emergency situations.



Fig. 4-3. Yellow ore is good because it's so plentiful, but it's not as valuable as the multi-colored gems.

Once your miners are working, you should be able to ignore them for the most part. Check on them every few minutes to make sure they're actively mining and are relatively safe. Nothing is more frustrating than discovering that your miners are moving toward distant ore fields when there's still ore close by. You also should check on them whenever you hear that one is being attacked.

Because miners dump their cargo quickly, there's less of a need for multiple Refineries, particularly for the Allies. The benefit of a second Refinery is that it does offer you another place for the miners to return to and may shorten the round trip between the Refinery and the ore field. Also, a Refinery costs only \$600 more than a miner, and comes with a miner attached to it.

Their second type of ore is the multi-colored gem. Gems return a much greater amount of money than common yellow ore, bringing in about \$1,000 (War Miners return \$2,000) in a single load. Send your miners after gems whenever you spot them to generate cash as quickly as possible.



TIP Miners can't be mind-controlled.

The solution should be obvious: multiple miners. If one miner brings in \$500, three will bring in three times that value in about the same amount of time. In every mission except the first few, you should have multiple miners working for you. In fact, the first thing you should build with a new War Factory is either a Chrono Miner or a War Miner. They pay for themselves quickly, and that extra money reaps significant dividends down the line. In longer missions, you'll need three, four, or even more miners working for you.



Fig. 4-4. Multiple miners means dramatically increased income, which means more military strength.



Fig. 4-5. Consider the need for an extra Refinery carefully. Although it's worthwhile at a second base, it's not always needed at your main base.

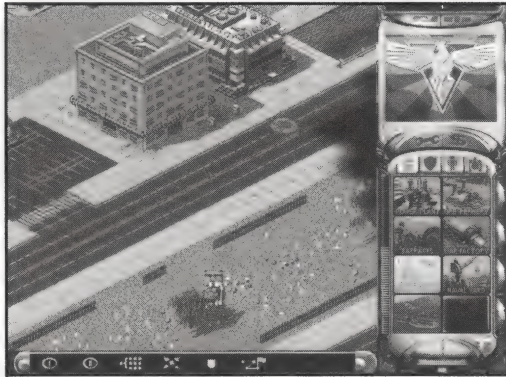


Fig. 4-6. Gems mean a lot of quick cash. Harvest these first.

Also look for ore fields with a drill at the center. Although most ore will eventually be harvested by your miners, fields with drills will continue to produce additional ore throughout the entire mission. This extra ore is generated slowly, but it's usually enough to keep a single miner busy.



Fig. 4-8. Ore fields with a drill will supply a constant supply of valuable ore throughout the mission.

Derricks generate money at a constant rate, and give you an initial burst of \$1,000 when you first take them over. A derrick returns about the same amount of money as a miner, but does it more consistently. Instead of a large dump of cash, you'll get small amounts at very regular intervals.

Gather ore from nearby ore fields at first. Reducing the turnaround time between trips is critical in the early stages of a mission when you're often adding structures, base defenses, and units from several different buildings at the same time. Quick miner turnaround helps keep the money coming in at top speed and keeps you building.

Along these same lines, place (at least) your first Refinery as close to the nearest ore field as possible. Cutting even a few seconds off that turnaround time, taken over the course of an entire mission, allows you to produce more quickly and helps you increase your power.



Fig. 4-7. Your first Refinery should be placed as close to the ore field as you can get it.



Fig. 4-9. Oil Derricks are another valuable source of income. They aren't always available, but should be grabbed when you can get them.

Derricks must be protected, either with units or defensive structures. Don't worry about the cost of doing this—an Oil Derrick quickly returns the investment and more. Keeping it protected only helps guarantee this income and prevents it from falling into enemy hands.

You can also generate extra money by having Engineers capture enemy buildings and selling them. You get only a portion of the actual build price when you sell a structure, which makes this a losing proposition if you capture and sell a structure that returns less than the price of the Engineer. Still, the benefit is that you take a structure away from the enemy and prevent its recapture.

The most esoteric way to generate funds is available only to the Allies. Sending a Spy into a Soviet Refinery gives you a portion of your enemy's total funds. Few things can turn around the course of a mission like the successful infiltration of a Refinery by a Spy. Not only do you get the fruits of Soviet labor, you also prevent your enemy from using that money to create units to fight you. This isn't always easy to accomplish, but it's definitely worth trying.

TIP Crates can be found around the battle field and often contain cash to keep your war efforts going.



Denying Resources

In addition to out-producing your enemy, you must deny resources to them while you maximize your own income.

The most obvious way to deny resources to an enemy is to attack enemy miners. This isn't without its difficulties, though. Miners have particular features that make them tough to kill.



Fig. 4-10. Protect your investment! Never leave Oil Derricks unattended.



Fig. 4-11. Selling a recently captured building gives you a little money and prevents the enemy from recapturing it.



Fig. 4-12. Sneaking a Spy into a Soviet Refinery often pays huge dividends.



Fig. 4-13. The quickest way to stop the enemy economy is to destroy their miners.

ing back, and fighting back hard. In a battle against a Grizzly Tank, the War Miner will win.

Also, Chrono Miners and War Miners constantly repair themselves. A badly damaged miner left on its own will eventually be fully repaired. This means that



Fig. 4-15. Badly damaged miners will repair themselves over time.

miner in many circumstances. But don't attack with just a unit or two. You should hit an enemy miner with a minimum of six tanks.

When attacking Chrono Miners, don't bother pursuing when they retreat to their Refinery. There's really no way to catch up to them. Instead, wait. Chances are good that they'll return to the same ore field, and you can get them when they start harvesting ore again.

With War Miners, the situation is the opposite.

Chrono Miners are completely defenseless, but they have the annoying habit of chronoing away just as your units move in for the kill. It's very tough to destroy what isn't there, and this defense mechanism keeps these units alive. War Miners, on the other hand, have the equally annoying habit of fight-

TIP Terror Drones are excellent miner sabotage units.



Fig. 4-14. You need to hit Chrono Miners hard and fast, or they'll chrono away.

any damage you cause to these vehicles is temporary unless you destroy them completely.

The solution to all of these problems is to attack in force. When you spot an enemy miner, attack with as much as you can. It's worth breaking off an attack on the enemy base itself for a chance at the



Fig. 4-16. Hit miners with as much as you can. A weak attack wastes your time and does nothing to the enemy.

Unless they're very close to their base, pursue these vehicles when they start to head back to home. Not only can you destroy them, but you can also prevent them from unloading their cargo—a minor victory, but a victory nonetheless.

When it comes to Oil Derricks, you need to take the situation on a case-by-case basis. If you think you can knock the enemy out of the area and move in an Engineer, do so and take the income for yourself. In a worst-case scenario, however, simply destroy the derrick to prevent the enemy from drawing further income from it. All's fair in a world war, so do anything you can to short-circuit the opponent's economy.

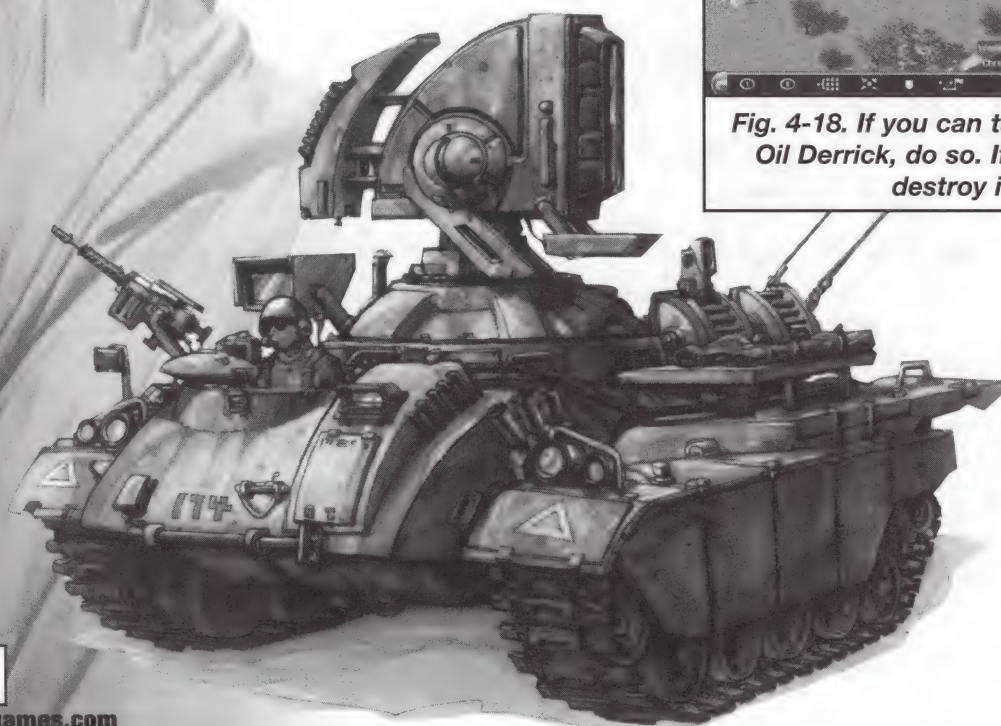
Above all, use your best judgment. It's definitely worth a risk to take out an enemy miner, but it's not worth stopping your entire attack on the enemy base. Your goal, always, is to destroy the enemy base itself. Reducing their economy to rubble can help you do this, but it shouldn't become your primary goal.



Fig. 4-17. Pursue War Miners until they reach the protective radius of their base.



Fig. 4-18. If you can take an enemy Oil Derrick, do so. If not, simply destroy it.



Chapter 5: Base Building

Where Things Go

You need to build a base in most of your missions. The first few missions don't allow you to create a lot of structures, so where you place them isn't that critical. In later missions, though, you'll have dozens of buildings. If you don't plan where you put them, you'll end up with a base that does more to help your enemy beat you than the reverse.

So, where do you place your structures?

Producers Up Front

Buildings that create units for you, meaning the Barracks and the War Factory, need to be placed up front in your base—where they can send out units quickly. Because these structures create your army, they must be in position to send new troops directly to the front line. Nothing's worse than creating a new, desperately needed unit you could use to fight back a powerful enemy attack only to have it stuck in the back of your base.

Along the same lines, place a Service Depot up front, where your units can access it easily. Because your War Miners and Chrono Miners constantly move in and out of your base, also place your Refinery in front.

Fragile Structures in Back

Several structures, particularly your power supplies and special weapons, are either extremely vulnerable to attack or are targets for enemy attacks. These must be kept in the back of your base, away from a direct path from the enemy. Although your first Tesla Reactor or Power Plant probably will be placed up front to be near your first structures, place later ones well behind your other buildings. Your power supply is vital to the health of your base because most of your base defenses rely on it. Keep them behind your other structures so enemies can't target them.



Fig. 5-1. Your unit-producing structures should be toward the front, or at least on the outside nearest to the enemy base.



Fig. 5-2. Service Depots and Refineries should be easily accessible.

This is especially true for the Soviet Nuclear Reactor; this massive structure is not only easily destroyed, it draws attention to your base when you build it. At the very least, place this structure as far away from your Barracks as possible.

Special weapons, like the Weather Control Device or Nuclear Missile Silo, are targets for your enemies. Placing one of these structures at the front of your base is an invitation for your enemies to eliminate it quickly.

Base Defense Everywhere

Although your units are initially more effective base defense than structures, you need to have base defenses. Air defense is a top priority, particularly in later missions. You need to have Flak Cannons or Patriot Missiles everywhere in your base to prevent enemy attacks.

For the Allies, you can get away with ringing the outside of the base with Patriots, mainly because the Soviet forces don't have much in the way of air power. Patriots placed mainly on the outside of your base can handle most of the V3 missiles and any Kirovs you might encounter.

The Soviets can't get away with this. Place Flak Cannons throughout your base, not only at the front where they can hit Allied aircraft, but also in the back. The Allies can mount a significant aerial attack, which means that you need to protect your vulnerable structures from anything that gets past your initial flak defenses.

Also place the low-level ground defenses of Pillboxes and Sentry Guns throughout the base. Although they're not very powerful, these defenses are important because they continue to operate even if you lose power. Placing



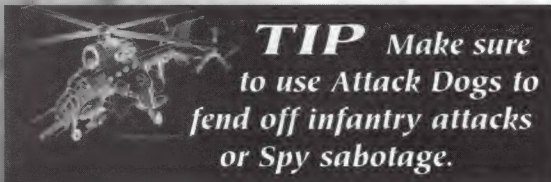
Fig. 5-3. Place vulnerable power supplies behind your other structures.



Fig. 5-4. Nuclear Reactors and special weapons are targets for enemy aggression. Keep these off the front lines.



Fig. 5-5. Air defense is critical for your entire base, especially for the Soviet side.



a couple around your Construction Yard or near your power supply could save the day for you.

Tesla Coils and Prism Towers are also important because of their power. Because the Soviets can keep their Prism Towers running even if they lose power, Sentry Guns are a little less important for them. Dropping a few Tesla Coils on the interior of your base, around your Construction Yard and near your power supply, offers a nice interior defensive position.

A good network of Prism Towers is even more important for the Allies. Because Prism Towers can fire into each other to increase the power of the main beam, placing several Prism Towers on the interior and back of your base allows you to knock out Soviet units with a single shot.

Walls

Should you or shouldn't you? Walls are inexpensive, but they still do cost something. Putting a wall around your Construction Yard would pay for two GIs or four Conscripts, for instance. And walls do nothing to actively stop the enemy from attacking you.

However they do provide an excellent defense against many enemy units, including Spies. Additionally, Walls are just as effective, if not more so, in multiplayer mode as they are in single player. In multiplayer, the \$400 it costs to wrap an important building in a protective wall is well worth it.



Fig. 5-6. Ground defenses are important mainly on the outside of the base. Place a few low-level defenses on the inside for security.



Fig. 5-7. A network of powerful base defenses takes a lot of power, but it's well worth the effort to create.



Fig. 5-8. Walls are more useful when playing against other human players.

Against the computer, you may want them when playing as the Soviets in later missions to keep out Allied Spies. Otherwise, you don't generally need passive defenses. Your money is better spent on units. Although that \$400 worth of walls will keep out Spies, so will the two Attack Dogs you can build with the same amount of money.

The Naval Yard

Your Naval Yard is often located a significant distance away from your other base structures because of it must be on the water. You can't rely on the defenses at your base to protect this structure, so you must find another way to keep it safe.

One basic form of defense for your Naval Yard should be a collection of either Sea Scorpions or Aegis Cruisers to defend against air attacks. A couple of ground units, or a Tesla Coil or Prism Tower, placed near the Naval Yard will help protect it.

Building a Second Base

At times, you'll want a second base away from your main facility. A second base is usually started for one of two reasons. First, you find a good ore field located too far away from your main base to allow it to be mined quickly and efficiently. Second, you may wish to create an advanced position to use as a staging area for attacks against the enemy base.

As with your main base, the center of your second (or third, or fourth) base is a Construction Yard. Once this is placed by deploying an MCV, position base defenses around it. You should also move in some units to help protect this new base from attack.

If you've built a second base to collect additional resources, place your new Refinery and start gathering ore. If the resources around your main base are almost gone, you should also re-route your miners to the new Refinery and ore field. Note that this makes your ore gathering operation very vulnerable. You must reinforce this area with additional units and base defenses.

TIP Use Engineers to capture Tech buildings around the map. These buildings have flowing yellow flags and can be used to build a larger base.

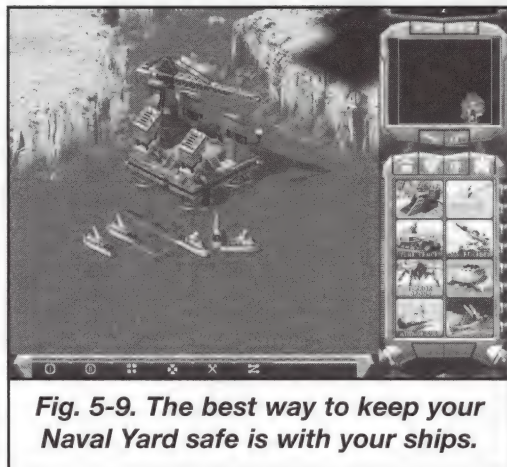
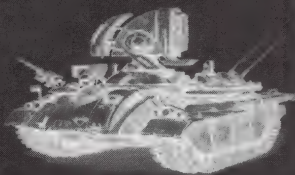


Fig. 5-9. The best way to keep your Naval Yard safe is with your ships.



Fig. 5-10. An MCV gives you the opportunity to start a new base elsewhere. Just remember that it's vulnerable until you defend it.

If you're creating a staging area instead, build an additional Barracks and War Factory. Make both of them your primary structures and start churning out units. A Service Depot at the new base is a good idea, too.

The most important thing to remember about a second base is that you don't need every structure. Power is shared among all of your structures regardless of where they are on the map, so you won't need to create a second power grid for this new base. You may want to put additional Power Plants or Tesla Reactors here because of space issues, but they're not necessary. You also won't need a second Battle Lab, Radar Tower, or other structures. Only build what this base really needs.



Fig. 5-11. Most new bases are created to exploit resources.



Fig. 5-12. Your secondary base will be smaller than your main base.

Chapter 6: Basic Strategies

Attacking

As you saw in Chapter 4, one of the most important basic strategies to help ensure victory—whether you're playing as the Allies or the Soviets—is attacking enemy miners. This is just one aspect of attacking that will help you succeed. In every mission, for both the Allies and the Soviets, you can't win without attacking at some point. When playing a multiplayer game, attacking is the only way to eliminate your opponents. If you learn how to attack well, you greatly increase your chances of winning a mission or a game.

Mixing Units

Every unit has both a weakness of its own and a good counter in the enemy's army. Grizzly Tanks and Rhino Tanks are powerful and can tear through enemy vehicles, but they have a difficult time killing enemy infantry. V3 Launchers have great range and hit hard, but they're fragile and their missiles don't track moving enemies. Rocketeers can slaughter anything on the ground, but enemy flak kills them in bunches.

The lesson to learn here is that your attack groups should never consist of a single unit type. All of your attacks should contain at least two unit types, and any more than that would be helpful. A group of Grizzly Tanks is made much more powerful with the addition of just a couple IFVs. Throw a couple Rocketeers, some Prism Tanks, and a group of GIs into the mix, and you've got a group that's difficult to stop and that can likely destroy a good portion of the enemy base.

The only units that can stand on their own are Apocalypse Tanks. They can blast through enemy armor in a single salvo, kill infantry better than most heavy vehicles, and can also protect themselves against aerial attacks. However, even these behemoths are better with a few Flak Tracks and Tesla Troopers to back them up.



Fig. 6-1. Groups made up of a single unit type are always vulnerable to something.



Fig. 6-2. Even two unit types make for a more balanced attack.

In short, your attack groups should be set up sort of like your base. Plan for every possible contingency. If you don't plan a defense against air attacks, your attack can be stopped by air power. If you don't have the ability to stop infantry, infantry can stop you.

Attacking Units

Part of attacking involves attacking enemy units. There are a couple important guidelines to remember when attacking units. There are times when you can ignore these basic ideas, but you'll generally want to stick to them.

The first should be pretty intuitive: Have units attack what they're designed to attack. Your Flak Tracks or IFVs are best suited for attacking infantry and aircraft. They should target these over all other enemies. If there are enemy vehicles in the area, your tanks should attack them in preference to enemy infantry. Use your units for what they were designed, and you'll eliminate the enemy quickly and efficiently.

Second, concentrate your attacks. It's better for all of your tanks to attack a single enemy at a time than to attack targets of opportunity. If your units attack a variety of ene-

mies, any that escape can be repaired to full strength. By concentrating your fire on one or two tar-

gets, you stand a better chance of destroying that enemy, and destroyed enemies need to be replaced, not repaired.

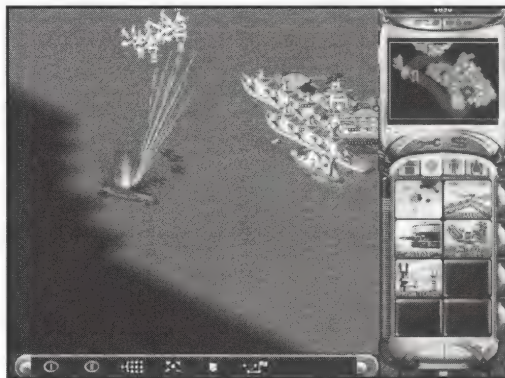
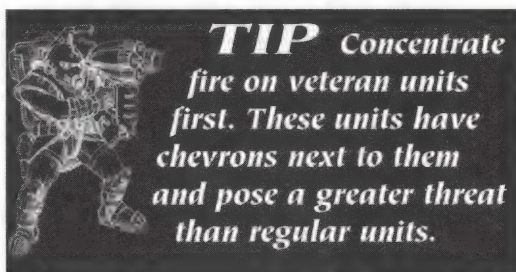


Fig. 6-3. Units should attack what they're designed to attack.



Fig. 6-4. Concentrate your fire on one enemy at a time.

Using Command Groups

The easiest way to control your units is to create command groups. This makes it simple to move blocks of units all at once, sending groups after a specific target or toward a specific location.

The best and easiest way to create your command groups is by unit type. Except in special cases, your Grizzly Tanks or Rhino Tanks should be one control group, your GIs or Conscripts another. Each unit type in your party should have its own control group so that you can select and order them quickly and easily. It also helps you to select a particular target quickly and to have an entire group attack at once.



Fig. 6-5. Create command groups of unit types to allow you to control them quickly and efficiently.

Engineers and Spies

Both armies have the ability to use Engineers to capture structures. Engineers are great for repairing bridges and fixing up neutral buildings. Additionally, they can disarm Crazy Ivan bombs placed on buildings and units. They can repair your buildings or civilian structures instantly. They're useful for quick, emergency repairs, but their main use is in capturing both tech structures and enemy buildings.

Each of the tech structures (listed later in this chapter) has particular uses for your army. Each one is valuable for income, extra units, or repairing your units. Whenever you spot a tech structure, you should go out of your way to capture and maintain it.

The real value of Engineers is in capturing enemy buildings. Each time you use an Engineer to steal an enemy structure, you accomplish two things. First, you add to your own power. Take an enemy Barracks and you can create enemy infantry units. Steal an enemy Construction Yard, and you'll be able to manufacture their buildings. Second, and just as important, you reduce your enemy's construction options. Taking away their Barracks prevents them from creating additional infantry units.

As mentioned in Chapter 4, you can make a little extra cash by capturing and selling enemy buildings. However, unless you capture a structure that costs more than twice the price of an Engineer, it's a losing proposition. Selling a structure nets you half of the building price of that structure. So, if you capture an enemy Barracks and sell it, you're out \$250. The Engineer

Number your command groups the same way every time. If your attacking tanks are your first command group, they should always be the first command group. Nothing is worse than trying to select your tanks and finding a group of Rocketeers or Flak Troopers instead.

You can also create your groups according to what they attack. Anti-infantry can be one group (Flak Tracks, Flak Troopers, Conscripts, and the like), while anti-vehicle units make up another group.

Attack groups make controlling and ordering your army easier and more convenient. You can certainly succeed without them, but it's much easier to work with them. You make your own life a lot easier by using this function.



Fig. 6-6. Engineers are best used to capture enemy structures. They have other functions, but this one is very rarely a bad choice.

costs \$500, and you get only \$250 for selling a Barracks. It still may be worth it given the situation, but you're still out the money.

It's often smarter to capture a building and hold on to it. To keep that building, queue up a defensive structure and place it next to your new acquisition. That enemy War Factory is a lot easier to hold if it's got a Tesla Coil or Prism Tower guarding it.

TIP Make sure that you have enough power for these new structures.

You not only have to run the new defensive structure, you also need power for the building you take.

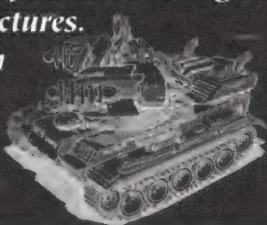


Fig. 6-7. Weigh the benefits of keeping a captured structure before you sell it.

The Allies also have the ability to use Spies. Failing to use them when you can deprives you of one of your most potent weapons. You can run Spies into an enemy Barracks, War Factory, Refinery, Radar Tower, Tesla Reactor, Nuclear Reactor, or super weapon (Chronosphere, Iron Curtain, Nuclear Missile Silo, or Weather Control Device). Each of these has a particular benefit. Every time a Spy enters an enemy Refinery, you take a portion of the enemy's money. A Spy in an enemy Radar Tower resets the shroud and effectively blinds them. Entering any power facility shuts off the enemy power for about 60 seconds, while entering a super weapon resets the countdown. Getting a Spy into an enemy Barracks or War Factory allows you to create veteran infantry and vehicles, respectively.

TIP There's no benefit to sending a Spy into a Barracks or War Factory more than once.

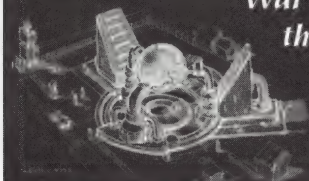


Fig. 6-8. Spies have the ability to add to your power and money, or shut down parts of the enemy base. Use them.



Defending

Defending your own base isn't that different from attacking an enemy base in many respects: Command groups are still useful; it still makes sense to have your defending units attack specific targets; and you should also have your units attack enemies they are most attuned to. There are a few differences, though.

Base Defenses

Chapter 5 mentions the importance of base defenses, but the basic rule is that too many base defenses are better than too few. That is, overkill is better than having your base destroyed.

When creating your air defenses, it's a good idea to group them. A single Patriot Missile can stop one or two V3 Launchers, but it does nothing against a Kirov. One Flak Cannon can take out a Harrier, while two or three can take out a squadron. Keep your air defenses grouped together to make them more effective.

Prism Towers need to be built in bulk. A single one is good for suppressing enemy infantry or a small attack, but won't stand up against a concerted defense. A group of half a dozen can destroy an Apocalypse Tank with a single shot. Similarly, Tesla Coils should always have two Tesla Troopers charging them. This increases their range and power and allows them to continue functioning even if you lose power.

Sentry Guns and Pillboxes are also useful. They're relatively inexpensive and quick to build, allowing you to put down several of them in an affected area. Even better, they don't rely on your power supply or drain power from your base.

Units in Defense

Part of your initial goal in setting up your base should be to create several defensive units. Whether this means a collection of deployed GIs or Flak Troopers acting as temporary air defense, your defensive force should be the first thing you create.

Units are preferable to defensive structures for one very important reason: they're mobile. You can't uproot Prism Towers and ship them to the other side of your base to defend against incoming Rhino Tanks. You can move your own Grizzlies to react to a threat.



Fig. 6-9. Air defenses should be grouped relatively close to each other so they can work in concert.



Fig. 6-10. Pillboxes make cheap base defenses that don't rely on your power supply.



Fig. 6-11. Units make powerful base defenses because of their mobility.

As with setting up attacking groups, make sure that you plan for every possible contingency. Create units that can defend against air attacks, infantry, and vehicles.

Tech Structures

There are four types of tech structures: Tech Airports, Tech Outposts, Tech Derricks, and Tech Hospitals. Each has its own use and each is worth taking. These structures always start out neutral, so when you find these on the map, take them, guard them, and use them.

TIP One important feature of tech structures is that they act like your own buildings. You can place other structures near them, including base defenses.



Derricks

Mentioned earlier, Tech Derricks are a source of income. Capturing one gives you an initial burst of \$1,000, and returns about the same amount of money every minute or so. These are a great way to supplement your income. Make sure that, when you take them, you have the units to defend them.



Fig. 6-12. Derricks are a good source of income. While they don't generate in bulk like miners, they generate consistently.

Hospital

The Tech Hospital is extremely useful if you plan on using infantry (and you should). When you capture this structure, you'll be able to send injured infantry there to be fixed up. Once fully healed, your men are deployed from the hospital, ready to fight again.

Outpost

In essence, the outpost is a hospital for vehicles, or a Service Depot located out in the wilderness. This structure can repair any of your damaged vehicles free of charge. Even better, once captured, an outpost obtains a small gun that it uses to defend itself against minor threats. The Tech Outpost also has an anti-air defense.

Airport

This is arguably the most useful of any of the tech structures. When captured, this building creates groups of Paratroopers that can be deployed anywhere on the map. Allied planes drop a group of six GIs, while Soviet planes drop nine Conscripts. In both cases, these units are essentially free, and become available every few minutes. There's no limit to the number of Paratroopers you can create throughout the course of the mission. In multiplayer, if an American Player captures a Tech Airport, he gets a second group of paratroopers. This is in addition to the special Airborne group (eight GIs) that he gets when he builds and Air Force Command.



Fig. 6-13. Hospitals are used to patch up wounded infantry and get them ready to fight again.



Fig. 6-14. An outpost can defend itself and repair your damaged vehicles.



Fig. 6-15. Airports create Paratroopers, a useful way to get troops behind enemy lines.

NOTE

*Aside from their
parachutes,
Paratroopers are
normal GIs or
Conscripts once they
reach the ground.*

Although you can deploy Paratroopers anywhere, it pays to use some caution. If a transport plane carrying Paratroopers is shot down before ejecting the troops inside, you lose the troops along with the plane. Then, you have to wait for the Paratroopers to become available again.

The Importance of Garrisons

Perhaps no other basic strategy is as important to your success as garrisoning buildings with GIs or Conscripts. There are tremendous benefits, in terms of both offensive and defensive power, and no drawbacks. Grabbing and keeping neutral structures affords a strong defense for your base and your units and gives you a significant advantage in attacking.

Using Garrisons

Only GIs and Conscripts can garrison—no other infantry units. Garrisoning and occupying a neutral structure allows the units inside to fire with considerably more power. The more units inside the building, the more firepower they can concentrate on a single target. Enemy infantry goes down in a second or two, while vehicles are destroyed in just a few moments.

Even better, your units can't be attacked directly. To reach your units, the enemy must first damage the building into the red. This will force your units out of the building to fend for themselves. However, while the enemy is attacking the building, your troops inside are attacking the enemy. It takes a lot of firepower to knock out a large garrisoned structure. Even a small, fragile structure (a hut or small tent) takes a good amount of damage before being destroyed.

Damaged neutral structures can be repaired with an Engineer. Although not every building is worth repairing, ones near your base or overlooking an enemy position are well worth the price of an Engineer to keep.



Fig. 6-16. *Garrisons are a powerful way to increase the strength of your infantry units.*



Fig. 6-17. *Even a weak structure offers more protection than the open air.*

Destroying Garrisons

So if garrisons are so powerful, how do you get rid of them? Fortunately, each army has several weapons that are extremely effective against garrisoned buildings.

NOTE When a garrisoned building is damaged below 25 percent of its health, all the garrisoned troops are ejected around the base of the building.



First, the units inside a garrisoned building, and thus the garrison itself, can't attack flying enemies. This means that Harriers, Rocketeers, and Kirovs are all effective at destroying an occupied structure and forcing the enemy troops to evacuate. Of all these options, Rocketeers are the best simply because they're already in position to deal effectively with the enemy troops once they're kicked out of the building.

The range of V3 Launchers is much longer than that of the units inside the occupied building. A couple of these units can destroy a garrisoned building with just a few salvos.

A particular property of garrisoned units also makes Chrono Legionnaires useful. Garrisoned troops attack only one enemy at a time. If you can distract them with a powerful vehicle to draw their fire, move in a nearby Chrono Legionnaire and simply chrono the entire structure away. This deals neatly with the problem of the building itself, as well as all of the units inside it.



Fig. 6-18. Rocketeers are one of the quickest and most convenient ways to destroy enemy garrisons.



Chapter 7: Advanced Strategies

Going Beyond the Basics

One of the most exciting things about *Command & Conquer: Red Alert 2* is that it contains a tremendous amount of depth and complexity. The strategies and techniques you can develop and attempt in the game are limited only by your own imagination. The following pages aren't intended to be an exhaustive list of what can be accomplished. Hopefully, they'll spark some ideas and help you see your units and structures in new and different ways. Figuring out secondary and tertiary uses for your units makes them more valuable, and more deadly. Note that many of these strategies are just as valuable in multiplayer and skirmish games.

Using Waypoints Mode

Waypoints mode is a powerful tool for setting up attacks on enemy bases and creating patrol routes for your units. But you can do quite a bit more if you take a few seconds to really get involved with it.

One of the better uses for Waypoints mode is for quick strikes against enemy units. Dog packs and Rocketeers are excellent for knocking out enemy Yuris, but if you leave them out on their own, away from your base, they're easily killed by certain enemy units. Use Waypoints mode to send them out to their target and then immediately return to base. For example, try this technique when sending Rocketeers out against V3 Launchers and Terror Drones. This way, they take out the enemy and aren't left hanging.

You can also use Waypoints mode to force move your tanks over enemy infantry by pressing the **[Alt]** key when you select the infantry unit you want to run over. This is the quickest way for tanks to get rid of Conscripts and GIs, and will save you the problem of trying to shoot them. Use Waypoints mode to make the tanks steamroll when you need it.



Fig. 7-1. Groups of Rocketeers work well with Waypoints mode. Send them out to the target, then run them back to your base.



TIP It is possible to create a patrol in Waypoints mode by connecting one waypoint node to a second. As soon as you exit Waypoints mode, your selected unit will travel the patrol loop.

All units that can attack will do so automatically if an enemy fire is encountered.

Any unit that has a turret—such as Grizzly Tanks, Rhino Tanks, and Apocalypse Tanks—can move in one direction and fire in another. Use this to your advantage. If you're going to leave these units in a specific place for some time, set up a small patrol for them and keep them moving. This helps protect them against the shots of V3 Launchers and IFVs, which target where the unit is when it fires and not where it's going to be.

Allied Tricks

Enemy forces attacking your Chrono Miners? Why let them get away with that? Select the Chrono Miner under attack and force move it back to your Refinery. Although you won't get a lot of ore this way, it protects the Chrono Miner and leaves the enemy units hanging. While your miner slowly moves back to the ore field, you can send out some other units to break up the enemy position, allowing your miner to work in peace.

Speaking of ore fields, try moving a few Chrono Legionnaires into an ore field being mined by the enemy. When an enemy miner moves into the area, your units automatically target and eliminate it. Remember, the larger the group of Legionnaires, the faster they'll eliminate the miners. This is sneaky and subtle. Just don't forget about your troops. Move them away if they come under serious attack. Also remember that Chrono Legionnaires can only attack one thing at a time; if you show up at an ore field with fewer Legionnaires than are enemy War Miners, the War Miners will win.

If you build your base near water, consider using Aegis Cruisers for aerial defense. Although their range may not allow them to adequately protect your entire base, they can easily protect the area near the water. Aegis Cruisers offer the best air defense of any vehicle or structure, bar none. Use them to protect your ships and the parts of your base they can reach.



Fig. 7-2. Tanks can move in one direction and fire in another. Use this to your advantage.



Fig. 7-3. If you've got guards for it, you can simply retreat with a Chrono Miner, but the fastest way out of danger is a forced move to the Refinery.



If your enemy has a base near a small body of water, such as a lake, chrono your ships into the lake and attack. The enemy won't expect it and probably won't have planned to defend against it. Plan this correctly, and you'll not only devastate a part of the enemy position, you'll have a strong presence in the area and prevent the spread of their base.



Fig. 7-4. Aegis Cruisers are your best aerial defense. Use them if your base is near water.



Fig. 7-5. Mirage Tanks offer a nice surprise attack. Hiding them near an enemy base is especially deadly against another human player.

Move Mirage Tanks into positions along the most likely paths of enemy attacks. Place them near trees so they're difficult to spot. If you can do this without your enemy seeing it, you'll have a nice ambush set up for them the next time they attack your base. If you can, try to get some Mirage Tanks just outside the enemy base to harass their units as soon as they leave the perimeter.

Want a quick rush to attack the enemy? Load up a NightHawk helicopter with Engineers and move it behind the enemy base. If you can do this without the enemy spotting you—which is helped by the fact that NightHawks can't be seen on enemy radar—you may be able to rush in with the Engineers and take a few structures before they know what's happening.



Fig. 7-6. By attacking the surrounding units, a couple of Prism Tanks destroy this Construction Yard in moments.

Finally, when attacking with Prism Tanks, have them target units near buildings. The initial burst of light will do some damage to the unit, but the backlash will do incredible amounts of damage to the nearby enemies and structures. You can take out even the most powerful enemy building with just a few hits this way. Just make sure you don't want to capture that building first.

Soviet Tricks

Soviet players have a few good tricks up their sleeves, as well. The first is to use Yuris a little more effectively. Consider having them as an integral part of your base defense. As the enemy column approaches, your Yuris can take over some of the enemy units, which can then be used to break up the rest of the attack. Any units that survive can be immediately turned around and used to attack the enemy. You lose nothing when everything that's destroyed was created with enemy money. Also, as the captured units are eliminated, your Yuris become ready to capture the next enemy that wanders past.

Any time you see an infantry unit that looks like one of yours, but that is moving toward your base—especially when you haven't ordered it to do so—be very suspicious. Try to select and move the unit. If you can't, it's an enemy Spy. If you don't want to rely on your own Attack Dogs to kill this unit, having your infantry force fire on it works nicely.

If you want to bomb something with a Crazy Ivan but don't want to risk him, plant bombs on your own Attack Dogs or Conscripts. These are cheap units that you can usually afford to lose. Although the Dogs are more expensive, they're also quite a bit faster than your Conscripts.

Consider using your War Miners as an offensive force. They're incredibly durable and also repair themselves as soon as they are damaged. While they draw the fire of enemy units, your tanks can roll in virtually unopposed. This is especially useful late in a mission when most of the ore has already been mined and your War Miners are sitting idle.

When attacking with V3 Launchers, try to get them to fire simultaneously. A single Patriot Missile can deal with a constant stream of missiles, but can't handle four or five fired at once. If you want them to be effective, fire in bulk.

Dog packs are one of the best ways to eliminate Chrono Legionnaires. You need about twice as many dogs as there are enemies, because the Legionnaires can kill dogs so quickly. You'll lose a few doing this, but dogs are easier to replace than tanks or structures.



Fig. 7-7. Force fire on Spies to prevent them from infiltrating your base.



Fig. 7-8. Firing V3s one at a time allows enemy air defenses to target each missile. Fire in groups to overwhelm the enemy's defenses and allow some of your missiles to hit.

A good unit combination is having your Yuris guarded by Flak Troopers. The Flak Troopers can handle any airborne threats while the Yuris grab onto any enemy vehicle on the ground. This is a tough rush to break up, because the enemy needs more units than you have Yuris, and they need something better than GIs, which your Flak Troopers can whittle through.

A nice, small rush combination is an Engineer and two Tesla Troopers in a single Flak Track, especially if you pre-build a Tesla Coil. Move in, take a building with the Engineer, and plant the coil. The Tesla Troopers will start charging it immediately, giving you a nice pocket of strength in the enemy base. Add a Flak Cannon to make it even more impervious.

Also, don't give up on your Conscripts. They don't do a lot of damage, but they can absorb a lot of punishment before they die. They are, realistically, about as tough to kill as a Tesla Trooper. Have them charge ahead with Engineers trailing behind. While your cannon fodder takes the brunt of the enemy attack, your Engineers can score a few enemy buildings.

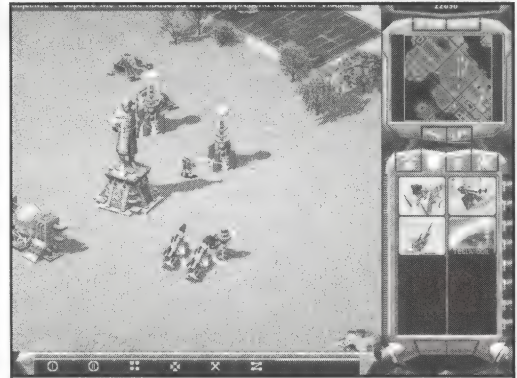


Fig. 7-9. When capturing an enemy position, place a Tesla Coil right away and charge it immediately.



Fig. 7-10. Your Conscripts can absorb a lot of damage. Don't attack without them.



Additional Tips

Vehicles that transport infantry have an interesting feature that you can use to your advantage. When that vehicle is destroyed, the units inside all exit the vehicle at the same time. Consider moving a transport or Flak Track into the enemy base and letting it be destroyed. Once it's destroyed, the units inside spill out. If you have these infantry units placed in individual command groups, you can start them running for different places in the enemy base all at once. Six GIs and six Engineers make a great combination for this. The GIs can deploy and fight off the enemy while the Engineers make a run for several buildings.

When you can, plant your units at the tops of cliffs. They get a range bonus here, allowing them to pick off distant units as the enemy moves to harass your position. There's nothing better than eliminating half of an enemy column before it gets the chance to do anything to your base or units.

It's a good idea to queue up a defensive structure whenever you plan to take an enemy building. As soon as you get the building, plant the structure to add some kick to your new presence in the enemy base. Go with a powerful structure—a Prism Tower or Tesla Coil—first. Follow it up with Pillboxes or Sentry Guns because they can be created so quickly.

If enemy garrisons are a problem, destroy buildings completely. Units are forced out once the building's health reaches red, but the building can be repaired by an Engineer. If you keep firing on the building, you can destroy it completely. It can't be repaired, and you can completely eliminate the possibility of that position being garrisoned in the future.

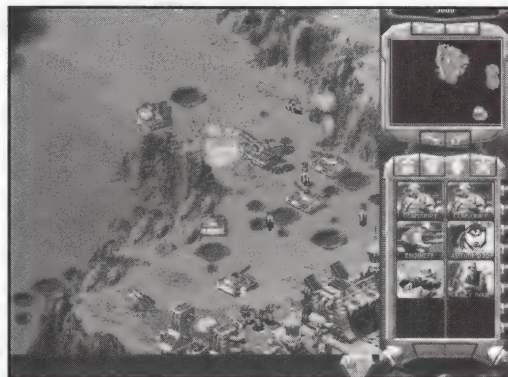


Fig. 7-11. Cliffs give a range bonus to your units and defensive structures.



Fig. 7-12. A completely destroyed structure can't be repaired or garrisoned.

When an enemy builds a special weapon, the shroud is revealed around that weapon and you get a countdown timer to show you how much time you have before the weapon can be used. Unfortunately, the shroud doesn't show much of the terrain around the weapon. Usually, you should start attempting to take out that weapon, but don't rush in. Probe carefully and look for possible avenues of attack. Scout with fast units. In most cases, you don't have a lot of time, but you do have some. Rushing forward gets your units killed and doesn't weaken the enemy. Take your time. Plan.

Finally, keep your units in top repair. Any unit you lose needs to be replaced. Although repairs can be costly, they're a lot cheaper than building new units. Repair whatever you can, whenever you can.

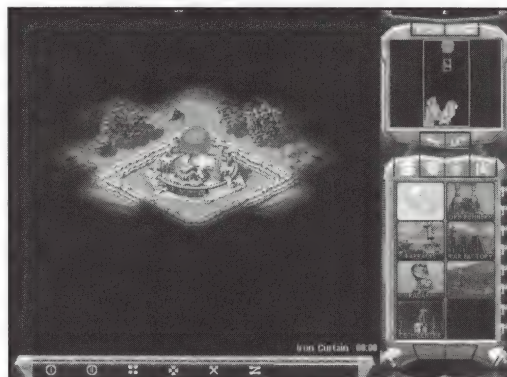


Fig. 7-13. *You don't get a lot of information when the shroud is revealed around a special weapon, so don't rush in blindly.*

Chapter 8: Allied Missions

Mission 1: Operation: Lone Guardian, New York

The Soviets have made an amphibious landing into New York City. The situation is serious, but the latest reports indicate that Fort Bradley is still operational. Unfortunately, you're cut off from the fort, and there has been no recent communication. Using Tanya, you must reestablish contact with Fort Bradley. Tanya must also survive this mission.

The mission starts with reports of Soviet Dreadnoughts attacking the Statue of Liberty. Your troops in the area are ineffective at stopping them, but you have Tanya on your team for this mission. When you gain control of the mission, select Tanya and have her attack the four Soviet ships. She'll plant explosives on each one, destroying them and ending the threat to the statue.

A Soviet transport drops off a group of Conscripts to attack the statue, as well. You don't need to worry about these; the GIs surrounding the Statue of Liberty are more than enough to keep this small ground assault away.

When Tanya approaches the statue, Soviet Paratroopers appear. Despite your best efforts, this Soviet attack destroys the Statue of Liberty and, with its destruction, you'll get a message from Romanov. He'll invite you to lay down your weapons and join the great Soviet Revolution. Naturally, you shouldn't (you can't anyway). Your GIs can handle the Paratroopers easily. When this attack is over, un-deploy the GIs. Now you have a force to surround Tanya as you move to reestablish contact with Fort Bradley.

There's a bridge to the west. Head across it with the entire group and destroy the V3 Launcher you find. As you leave the bridge, you find a couple of



Fig. 8-1. Have Tanya destroy the Dreadnoughts at the start of the mission.



Fig. 8-2. Once Tanya reaches the statue, more Soviet Conscripts drop in to attack.



GIs under attack from Soviet Conscripts. Move in to rescue your men if you can. Even if you can't, you should take out all of the Soviets before moving on, heading north to the next bridge.



Fig. 8-3. You can pick up a couple of extra GIs if you move quickly.



Fig. 8-4. Soviet Conscripts continue to drop in for the bulk of this mission.

Keep moving north until you find the next group of Soviet Paratroopers. Kill as many as you can, then follow the rest to the east. Garrisoning the buildings here not only helps you kill off the Conscripts, but also keeps your own units safe. When you reach the ore field, deploy the GIs. The buildings here are badly damaged and can't be garrisoned. This area comes under heavy attack in the next few minutes, and anything you can do to protect your Chrono Miner will help you.

Move Tanya farther east and into Fort Bradley. This reestablishes contact with the base, and you receive a new mission objective. Tanya knows the location of a Soviet supply dump. Taking it out would dramatically reduce the effectiveness of the Soviet troops in the area. You must destroy this supply base as soon as possible.

As soon as you enter the fort, start building a Barracks, placing it as soon as it's complete. Build about a dozen GIs and, when your force is ready, look to the southern portion of the base. Send one of the Engineers into the repair building on the bridge and move your GIs and Tanya over the bridge and into the Soviet camp.

As you cross the bridge, a large portion of the shroud is revealed. You get a good look at the Soviet base. It's guarded by a few Conscripts, as well as a Sentry Gun, which will chew through your men quickly. Don't worry about it for now. Target the barrels in the area to blow



Fig. 8-5. Tanya reaches Fort Bradley, completing the first mission objective.



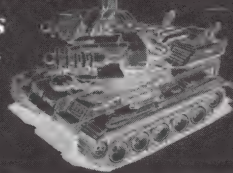
Fig. 8-6. You need to repair the bridge before you can take out this Soviet base. Send an Engineer over to do the job.

up any nearby enemies, then move the GIs into the storage building. They take it over, fortifying it and giving you a base of operations.

Move Tanya into the base, south of the building you've just taken. Have her target the Conscripts first. Her range and ability to take out infantry with a single shot should prevent her from taking any damage. Once the immediate threat is gone, have Tanya move through the base, destroying any and all structures she finds.

Tanya can handle the rest of the base on her own. Have her take out all the buildings, shooting Conscripts as they appear. Tanya shouldn't try to take on the Sentry Guns by herself, however: If she dies, the mission ends. Instead, send in the GIs, deploy them, and take out each gun separately. Use Tanya to blow up the buildings. When all of the Soviet structures are destroyed, the mission ends.

TIP Have Tanya grab the two power-up crates next to the storage building. One will heal her of any damage she's taken, and the other will dramatically increase her speed.



TIP Tanya won't take damage from her own explosions, but destroying buildings near fuel barrels may trigger other explosions that will hurt her. Rather than risk injury, have her shoot barrels near buildings. This destroys many buildings for you without any chance of Tanya being hurt.

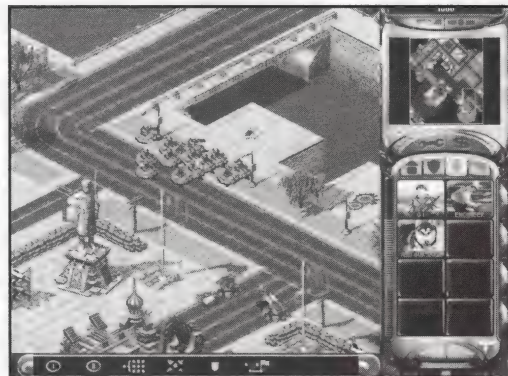
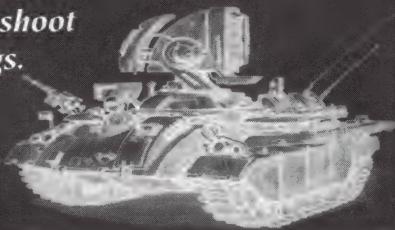


Fig. 8-7. You also can deploy the GIs along the road to prevent the Soviets from attacking the bridge.



Fig. 8-8. Tanya has cleared out the northwest by herself. She can handle most of the rest of the base, too.





Mission 2: Operation: Eagle Dawn, Colorado Springs

Soviet tanks have assembled near the Air Force Academy in Colorado, and the Russian military has taken over. This is a critical air base. You must take it back from the Soviet forces and defend it at all costs. Tanya is currently in the area and can help retake the base for you. However, she and her men are completely cut off. Rescuing the Air Force Academy also means rescuing Tanya.

You start with a much smaller force this time. Tanya is currently camped out with a pair of GIs and a trio of Engineers. It's a pretty small force to take on a captured base, but you have to make do with what you have in the area.

Move north from your starting position and eliminate the group of Conscripts moving down the road to your right. Tanya should have no trouble wiping these guys out completely on her own. Have her move onto the power-up crate for the armor upgrade, which will be valuable in the assault to come.

Around this time, you receive word that a group of Rocketeers is in the area. They'll be needed shortly, but first Tanya has some work to do. Move the Rocketeers up to the crossroads and have them wait for additional Conscripts. They can take them out easily, since the Conscripts can't shoot back at them. Any Conscripts that get away will be handled by your GIs.

The problem that faces you is this: You can't use the Rocketeers to attack the Sentry Guns guarding the base, because the guns are protected by Flak Cannons.

Fortunately, there's a way around this. Tanya, with her ability to swim, can enter the base via the water at the entrance. Move her in, take out any Conscripts she can see, then have her destroy the Flak Cannons. Once these are down, the Rocketeers can eliminate the Sentry Guns without opposition.



Fig. 8-9. You start with a small force, but Tanya is a one-woman army.

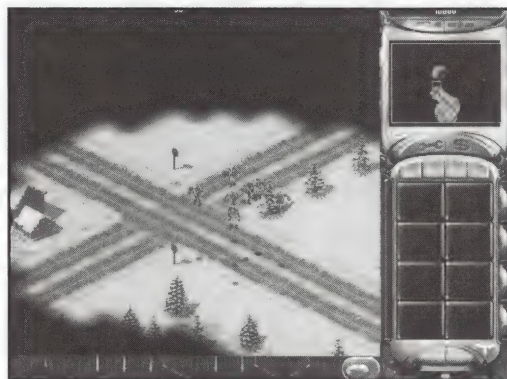


Fig. 8-10. Place the Rocketeers at this crossroads to handle any Conscripts that appear.

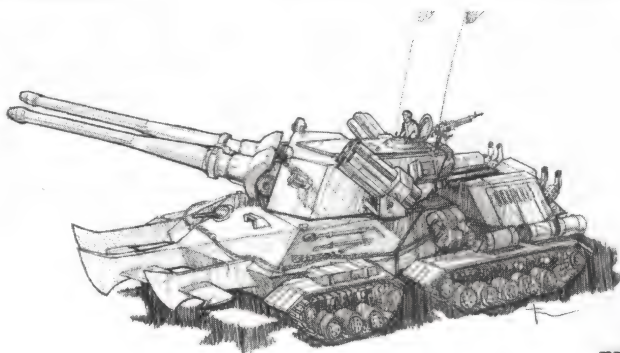




Fig. 8-11. Remember that Tanya can swim. This provides the perfect way into the Soviet base.

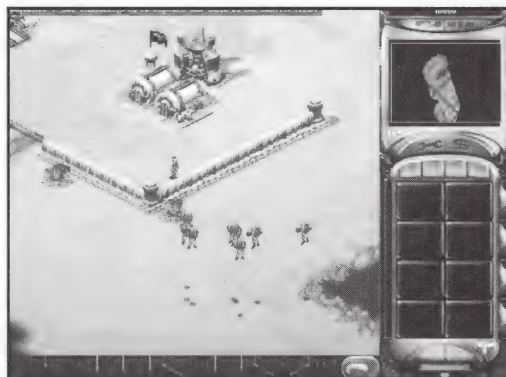
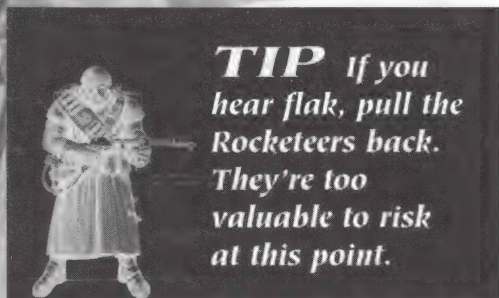


Fig. 8-12. With the Flak Cannons down, the Rocketeers can remove the Sentry Guns.



now have a complete base at your disposal. That's good, because you also have a new mission objective—you must destroy all the hostile forces on the map.

The Harriers at the Air Force Command take off and recon the Soviet base, which is located in the east. Now you know where you'll be headed and where the bulk of the enemy attacks will come from.

Start building your forces. You want at least one additional Chrono Miner, as well as several tanks and GIs. You need to protect both sides of your base. Have the Rocketeers move west and uncover the patch of ore near your base. They should hover there for now, protecting your miners from being attacked by wandering Soviet enemies.

Even better, when the last Flak Cannon is destroyed, you receive reinforcements of six Engineers dropped directly into the base. Two have orders already. As soon as they hit the ground, one takes the Construction Yard while the other recaptures the Air Force Academy Chapel. Use the other four to take the Power Plant, War Factory, Refinery, and Barracks. Then move in your troops from the road and use one of the Engineers to take the Air Force Command. You



Fig. 8-13. An airdrop of Engineers helps you take back this critical base.

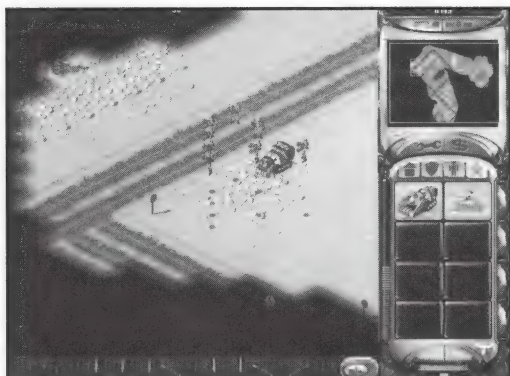


Fig. 8-14. Have the Rocketeers protect the Chrono Miners from attack.

Send the Rocketeers down the left side of the map, and you'll find a couple more Rocketeers waiting for you. Add them to your force and keep flying, exposing additional terrain. Note, however, that air units such as Rocketeers and Harriers can't pick up crates—only ground units can do this.

The third thing to look for is a small encampment south of the main Soviet base. A few Conscripts are guarding some trucks here, and the entire area can be cleared out quickly with your Rocketeers. Each of the trucks will drop a useful power-up crate for you, although it may take you some time to clear the way to pick them up.



Fig. 8-16. You can find two additional Rocketeers on the left side of the map.

Pillboxes are also a good idea. Put a few in the southern entrance, moving a few GIs and tanks there as well. In the east, a couple of Pillboxes are handy, but you should also put a few in the northeast corner, outside the walls. These will attack any enemy units moving up the road toward your base.

There are a few extras you can locate with your Rocketeers. Move them into the top left corner to locate a couple of Soviet Conscripts and a power-up crate. Once the enemies are gone, move up a unit to grab the crate.



Fig. 8-15. This small Conscript group is in the northwest corner of the map.



Fig. 8-17. Each of the trucks here, when destroyed, deposits a power-up crate.

Keep creating units once you have your base defenses established. A handful of tanks and a large group of GIs are your initial attacking force. Start with the tanks, moving them to the area just off the road where the Soviets are currently mining. Four or five tanks can easily destroy both of the Soviet War Miners, giving you a significant production advantage over your foes. When both miners are destroyed, move your GIs to this area.

Keep moving the GIs toward the Soviet base, but rather than attack the front, have them move around to the back of the base. There are a few Conscripts and an Attack Dog here, which should be no problem for a large bunch of GIs. With the opposition gone, move these troops in and take out the pair of Tesla Reactors.



Fig. 8-18. Your GIs can power down the Soviet base without too much trouble.

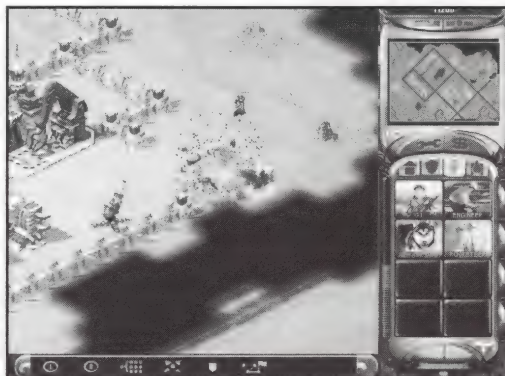


Fig. 8-19. Take out the barrels to give you access to the main part of the Soviet camp.

Have a single GI follow the wall outside and destroy the barrels in the corner. This eliminates a huge section of wall, giving you an

entrance into the main part of the base. You can now send additional forces here and have them start dismantling the Soviet structures.

Start with the Flak Cannons and Tesla Reactors. Send your last two Engineers down to this base, move them in, and capture both the Soviet Construction Yard and the Barracks. With the Flak Cannons around the Construction Yard gone, you can have Rocketeers fly in and destroy the Sentry Gun guarding the Construction Yard as well.



Fig. 8-20. Roll in with Grizzly Tanks, GIs, and Engineers.



Fig. 8-21. You don't have to capture the Soviet buildings, but it's quicker and easier than destroying them.



You have now established a presence inside the Soviet base. Make the Soviet Barracks your primary base and start making more Engineers. Take all of the Soviet structures in the camp, then move out and destroy the additional Flak Cannons.

This triggers a massive airdrop of GIs, who destroy any remaining Soviets. To avoid taking too many losses, use Rocketeers to eliminate the last few Sentry Guns on the southern end of the Soviet base.

When all of the Soviet structures are destroyed or in your possession, the mission ends.

Mission 3: Hail to the Chief, Washington D.C.

The Soviets have placed a Psychic Beacon near the White House; with it, they've taken over the mind of the President. Naturally, this is an intolerable situation. You must act quickly and destroy that beacon so the President can be rescued. The longer he stays under Soviet control, the more our position and military secrets are compromised.

You start with a huge number of GIs, a single Engineer, and a Construction Yard. Move all but one of the GIs into the buildings in the area. The Engineer should move into the Jefferson Memorial and repair it. It seems like a waste of a perfectly good Engineer, but, in this mission, by repairing damaged memorials, you receive power-up crates filled with cash. This is an ongoing theme throughout the mission. The best and easiest way to supplement your income is to repair important structures.

Build up your base as quickly as possible, paying special attention to creating GIs and Engineers initially. You need to occupy all of the buildings to the east and south of the area immediately around your base.

Several of these buildings need to be repaired before you can send in the GIs, while others are damaged to nearly the same degree and should be repaired to prevent your GIs from being ejected.



Fig. 8-22. Remember what you learned at the start of this mission—Sentry Guns are easy to destroy from the air.

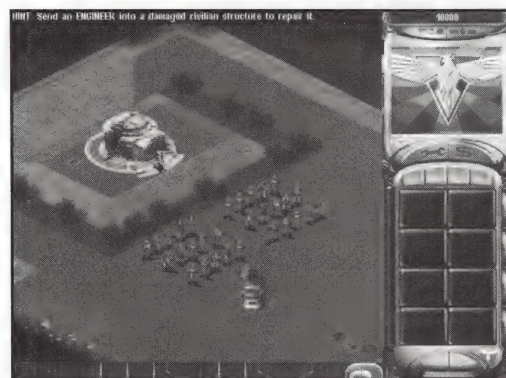


Fig. 8-23. Your forces start in front of the Jefferson Memorial. You can start your base right here, but you need to move the MCV away from the GIs.

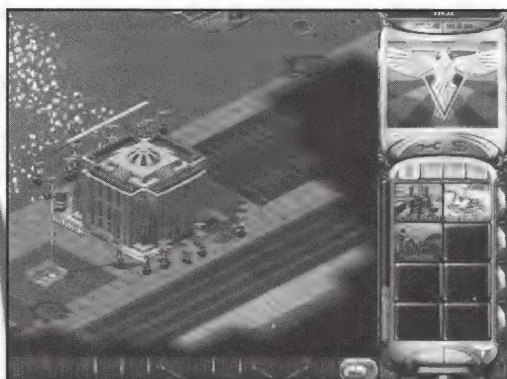
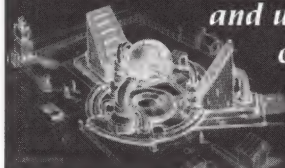


Fig. 8-24. Garrison the buildings surrounding your base. This helps prevent the Soviets from breaking through and keeps your GIs from being killed.

The Soviets drop Paratroopers into your area throughout this mission, and having those fortified buildings is one of the main ways to keep the enemy from overwhelming your base. Supplement these structures with a couple of Pillboxes, and position IFVs and Grizzly Tanks next to these structures to help fight back the waves of Conscripts and mind-controlled civilians.

TIP Because you're attacked so frequently, your vehicles take constant damage. Place an Engineer in an IFV and use this to repair your other vehicles between attacks.



As you get the money to do so, move GIs southeast, having them capture additional neutral structures. Take positions around the significant ore fields in the area so that your Chrono Miners have some level of protection when they're working far from your base.

You'll be reinforced twice during this mission, once in the southeast and once in the northwest. Both groups are small, but if you can get them to your base, they are extremely helpful. Unfortunately, neither one is capable of simply making a run for it. The northwestern group can make it, but will take substantial damage. The southeastern group has a long way to travel, and must drive past a number of Soviet-occupied structures.

The way to get them home is to use Rocketeers to destroy the enemy buildings, then the Conscripts that are inside. Keep a close watch on the area for roving Flak Tracks, and have the Rocketeers

target each building in turn, eliminating the units that are ejected each time.

You should also build an Air Force Command or two and



Fig. 8-25. This group of IFVs needs help getting back to your base.



Fig. 8-26. Just as you used them in the last mission, Rocketeers are the best way to destroy garrisoned structures.



a squadron of Harriers. (Four on each Command). These are great for softening up garrisoned buildings and Soviet War Miners.

You can also use Rocketeers to explore the map. In the southeast, you discover the Smithsonian Castle, which can be repaired—providing you with additional money crates. Along the eastern side of the map is the Smithsonian Museum itself, which is also in need of repair. In the north, the

Lincoln Memorial is also nearly destroyed, and will reward you with additional money crates when repaired. At the map's center, locate the Washington Monument, which also needs a fix.



Fig. 8-27. The Rocketeers also find a Tech Hospital on the southern end of your island.



Fig. 8-28. Repair the important structures, grab the crates, then deploy GIs in the area to keep the structures safe.

The mission continues like this for some time, with you fighting back waves of enemies and slowly expanding outward between waves. You can fight these waves back by moving a large group of Grizzlies and IFVs to take out the small base over the bridge. Back up your force with a Repair IFV and some GIs. This helps cut down on the amount of ore the Soviets are bringing in, which reduces the assaults.

The other move to make here is much more pragmatic. Move a large force of GIs up to the area just north of your base location. The large civilian assaults are coming from this area, and deploying 20 or so GIs here keeps them from reaching your base.

With the reduction in Soviet ground assaults, you'll spend less time repairing your vehicles, need fewer Engineers to repair occupied buildings, and won't have to spend as much money replacing destroyed units. This gives you the chance to start building a strike force of your own. Start with a group of 10 GIs and move them across the bridge toward the middle of the map. Have them occupy one of the tents near the Washington Monument.



Fig. 8-29. Destroy the small base over the bridge to help cut down on the Soviet attacks.



Fig. 8-30. Occupy the tents around the Washington Monument.

Now take one of those Engineers and repair the Washington Monument. It is, after all, a national landmark; and you'll be rewarded for doing this. Continue with the main force, pushing toward the enemy base and destroying anything you find, pulling back to repair as needed. Use the Engineers to capture the enemy buildings when you can. These structures will be attacked almost immediately after they're captured, so you may want to simply grab them and sell them. Protect the Barracks if you can, if only to allow you to produce more Engineers in the heart of the Soviet base.

You can also continue creating IFVs and Engineers in your own base and move them to the front. Deploy the Engineers and take whatever buildings you can. Each time you do this, you weaken the Soviet position and give yourself an additional fighting vehicle, since the repair wagon reverts to being a normal IFV once the Engineer deploys.

Continue moving toward the beacon. Eliminate one of the two Sentry Guns guarding the beacon, then blast through the wall and destroy the beacon itself.

The second force should have several tanks and a number of IFVs. Place a couple of Engineers into a few of the IFVs. Although this makes these vehicles non-combatant repair wagons, it also gives you an excellent way to transport your own Engineers to the front line.

Move in carefully, attacking buildings and pulling back when resistance becomes too intense. Use your repair vehicles to fix any damage to your tanks and IFVs, then move in again. You have to fight the enemy units at some point, but you should concentrate on structures when you can. You can easily get a couple of Sentry Guns and a few Tesla Reactors. Wipe out the enemy around the Washington Monument first.



Fig. 8-31. Pull back your vehicles for repairs when they take significant damage.



Fig. 8-32. You can probably grab a few buildings with your Engineers if you wish.



With the mind control gone, the President and two aides leave the White House and board a rescue helicopter. Your job here is finished. Although some secrets have been compromised, the President is safe and, more importantly, he's himself again.

Mission 4: Last Chance, Chicago

The Soviets have deployed a Psychic Amplifier in Chicago that is far more powerful than the Psychic Beacon they used in Washington D.C. When this device goes online it isn't just the Windy City that will get mind-controlled, its half of the U.S.! You must prevent this at all costs. Because the Soviets are well established in the area, you must make an amphibious assault, establish a beachhead, build a base, and destroy the amplifier before it goes online.

You start with a group of Destroyers and several transports loaded with troops and an MCV. You also have a group of Rocketeers (except in hard mode). Before you can move in your transports, you need to clear the shoreline of Soviet forces. Use the Rocketeers to take out the Grand Cannons and then sail in your Destroyers and Transports.

Keep alert for enemy Typhoon Submarines as you move in, and take the time to destroy these before continuing. Move toward the exposed area, and have the Destroyers shell the shoreline. Take out the Naval Yard first, then eliminate any resistance you find on the shore. Enemy V3 Rocket Launchers are a problem, so take these out before firing on other enemies. Make sure you also take out the Sentry Guns before you move in with the transports.

It is still a hot landing zone, at least initially. Deploy your units from the transports as quickly as possible and start building. Get your base up and running while you fight back the Soviets with your initial units.

Build a Barracks as soon as you can, even before you build a Refinery. Create a couple Engineers and use them to capture any remaining Soviet structures on the shoreline. If you can get the Soviet Construction Yard, take it and sell it. There's no need to keep it, but it's



Fig. 8-33. Destroy the beacon to complete this mission.



Fig. 8-34. Your Destroyers are tough, but the Grand Cannons do a lot of damage.



Fig. 8-35. While the MCV deploys, your Grizzly Tanks should start clearing the beach of Soviet structures.

worth the money. Also capture the Service Depot, and keep this to repair your vehicles damaged from combat.

As you land, you're notified of the time remaining until the amplifier goes online. Ignore this for now. You need to get units built and your base protected before you can think about charging off to find the Soviets. Pillboxes are very helpful, particularly in the north and west.

As soon as you can, start pumping out tanks, IFVs, and GIs. Place them around your base in defensive positions, but keep them ready to move. You also may want to build a Naval Yard to repair your damaged Destroyers. However, your money is better spent on base defenses, increased power, new structures, and additional GIs and tanks. In fact, you can forego building the Naval Yard entirely if you wish.

You'll be reinforced several times through the mission. When the new transports arrive, move them on land, deploy the units, and send the transports back into the water so they stay out of your way. These reinforcement groups help tremendously with building up the forces you need to attack the Soviet base.

Gather up a large force of tanks and a few IFVs and move them northeast to the destroyed bridge. Park them here, and send an Engineer and a group of GIs to follow the vehicles. Have the Engineer repair the bridge, then move everyone across.

The Soviet position here isn't that tough, but if you aren't careful, you'll lose a lot of units. Move past the Soviet buildings and start destroying whatever you see. Take out the Sentry Guns in the area, then start blasting through the Tesla Reactors.

TIP There are two small structures at the end of the bridge. Garrison them with your GIs.

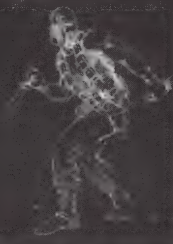


Fig. 8-36. Pillboxes are a great first line of defense for this mission.



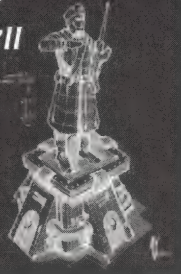
Fig. 8-37. This broken bridge looks tempting. In fact, it's the best way into the Soviet area and the Psychic Amplifier.



Fig. 8-38. The Soviets have left their power supply relatively unguarded and it's easily destroyed.



TIP If you explore north into the city, you'll find the Sears Tower. Garrison it and the entire map will be revealed.



There's a Soviet-occupied building in this area that will cause a lot of problems. There's a great way to eliminate it, though. Send your tanks toward it to draw the fire of the Conscripts, then have your GIs capture the building next door. Between the tanks and the GIs, it won't take long to whittle this building down to nothing, force the Conscripts to deploy, and take them all out. When resistance is gone, deploy your GIs from the building and get them ready to move.



Fig. 8-40. You can take this Tech Airport if you want, but there's no real need. You should be done with the mission before you can build even one group of Paratroopers.



Fig. 8-39. The Soviet Conscripts are forced out of their building while your GIs remain safe in theirs.



Fig. 8-41. You can also use the Rocketeers to take out the Sentry Gun.

Around this time, you're reinforced with a large group of Rocketeers, who appear in the north-east. Move them over and carefully explore the area. You don't want to get them too close to the Flak Cannon, which will kill them off quickly. You can also grab the Tech Airport here if you wish, but you won't need it to finish the mission.

Take your tanks northwest toward the top of the map, fighting off any resistance. You discover a bridge here leading into the Soviet base. Plant your tanks on the bridge to fight back the Soviets, and also to eliminate the Sentry Gun on the small island. The large, strange building behind the Sentry Gun is the Psychic Amplifier that you need to destroy.

To take out the amplifier, move your GIs into the building just northeast of it and have them fire on it. With a group of 10 GIs, it takes just a few seconds to reduce this building to scrap metal and end the mission successfully. Your Rocketeers can assist with its destruction, as well. With the amplifier destroyed, Vladimir retaliates by nuking the city, killing off your troops as well as any of his own still in the area.

Mission 5: Dark Night, Polish-German Border

The United States is negotiating with its European allies for aid against the Soviet forces. The destruction of Chicago has created a tremendous amount of interest in joining forces against the enemy. In return for European arms and troops, you and Tanya have been enlisted to conduct a mission on behalf of the Europeans. Missile silos have been placed near the German-Polish border, well within striking distance of all of the European countries. Your task is to knock them out.

You start this mission with just Tanya under your command, but as the mission starts, a NightHawk comes in and drops off three Spies. You must get one of these Spies into the Soviet Battle Lab, located to the northeast.

You're also warned about the presence of Soviet Attack Dogs, which are trained to kill your Spies. Have the Spies disguise themselves as Conscripts and send everyone north carefully. Tanya is your only unit capable of firing, so she needs to kill off any enemies you encounter.

The easiest way to move is to create two battle groups. One should consist of just Tanya while the other is made up of the Spies. Move carefully, leading with Tanya. She should move in very small increments, taking just a few steps and clearing the area of enemies. Move her too far and she's vulnerable to being killed by the wandering Attack Dogs while



Fig. 8-42. The combined might of the Rocketeers and the garrisoned building quickly destroy the amplifier.



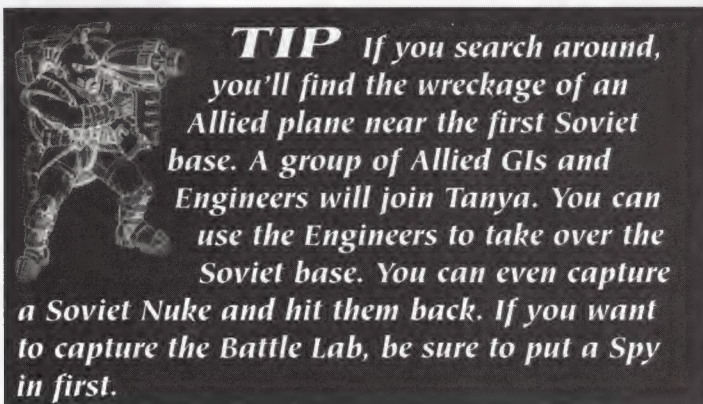
Fig. 8-43. Tanya is the only unit you have with any offensive power.



Fig. 8-44. Make sure to target Attack Dogs before firing on all other enemies.



she's getting from place to place. Following the road is the easiest way to travel, at least initially.

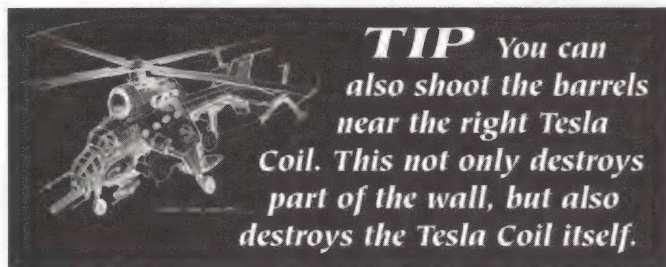


TIP If you search around, you'll find the wreckage of an Allied plane near the first Soviet base. A group of Allied GIs and Engineers will join Tanya. You can use the Engineers to take over the Soviet base. You can even capture a Soviet Nuke and hit them back. If you want to capture the Battle Lab, be sure to put a Spy in first.



Fig. 8-45. Take out the barrels next to the wall to give Tanya a way into the base.

Move up until you are near the location of the Soviet Battle Lab. It's heavily guarded by troops and Tesla Coils, which need to be avoided. You can't really go through the front door, so move west and travel along the side of the base. When you see the fuel barrels sitting next to the wall, have Tanya shoot them. This destroys a nice section of wall and gives you the perfect opportunity to enter the base without worrying about the Tesla Coils.



TIP You can also shoot the barrels near the right Tesla Coil. This not only destroys part of the wall, but also destroys the Tesla Coil itself.

Once inside the base, your troubles have only started. There's another Tesla Coil here but, fortunately, it's surrounded by more fuel barrels. Shoot these to destroy the coil, then move in. While Tanya stands guard, have one of the Spies enter the Battle Lab. This gives you the locations of the two Soviet Nuclear Silos.

Unfortunately, you're going to need another one of your Spies to get back out of the base. The northern exit is guarded by additional Tesla Coils. Send one of



Fig. 8-46. Send one of the Spies into the Battle Lab to get the necessary information.



Fig. 8-47. On her way out, Tanya can take out some additional Soviet structures.

your two remaining Spies into the Tesla Reactor just north of the Battle Lab. This shuts off the Soviet power supply for about a minute, allowing Tanya and your final Spy to move out. Have

Tanya take out the enemy Conscripts and the Tesla Coils on her way.

Tanya and the Spy should now head north to the easternmost of the two silos. The easiest way to get there is to simply follow the road across the bridge. Stop once you get to the other side. Leave the Spy on the bridge and deal strictly with Tanya here. You won't need the Spy to complete this part of the mission.

Once over the bridge, move Tanya west until you find the barrels resting outside the walls here. Shoot them to destroy the wall sections and give Tanya access to the base. Move her in carefully, taking out any Attack Dogs you see. Tanya will spot barrels in the area near the wall protecting the silo, as well as around the Tesla Coil. Have her destroy both sets of barrels, then move her into the silo to destroy it.

Now you have to leave the base. Send the last Spy into one of the Tesla Reactors, then have Tanya destroy everything. Three more Spies are dropped off at your original landing zone. Disguise them and move them up to join Tanya. Head north out of the Soviet base, or go back to the entrance you used and go west. In either case, you need to make your way up the hill so you can assault the final base from the northeast.

Now, things get tricky. The entrance to this base is guarded by a pair of Tesla Coils, which means Tanya can't get in. You've got to use the Spies. Have one move in carefully, paying attention to the Attack Dog just inside the base entrance. Move the Spy through while the dog is off on patrol and send the Spy directly into one of the Tesla Reactors.



Fig. 8-48. Once again, Tanya's ability to swim comes in handy.



Fig. 8-49. When the enemies are cleared away, take Tanya in to destroy the silo.



Fig. 8-50. Unfortunately, there's no good way into this base.



Fig. 8-51. You have to be careful with the Spy here. Move when the Attack Dog is looking away.



This gives you about a minute to act. Move in Tanya and destroy both of the Tesla Coils guarding the base entrance. Once these are down, Tanya should enter the base and take out all the guards near the entrance, particularly the dogs. Move in the other Spies and place them near the Tesla Reactors.

When the Soviet power comes back online, move another Spy into a reactor to shut it down again. With the power off, have Tanya take out the three Tesla Coils guarding the way to the Nuclear Silo. She must also take out the Conscripts and dogs here before the path is clear.

With all the guards in the area gone, Tanya just needs to move into this final silo to destroy it to complete the mission.



Fig. 8-52. While Tanya waits, a Spy moves to shut down the Soviet power again.



Fig. 8-53. With no more resistance, it takes just seconds for Tanya to destroy the last silo.

Mission 6: Liberty, Washington D.C.

With the assistance gained from the Europeans, America is in a much better military position. It's time to stop reacting to Soviet aggression and thinking defensively. It's finally time to go on the attack instead. The most logical target is Washington, D.C. If you can reclaim the city and reinforce the area around the Pentagon, the U.S. can start the campaign to oust the Soviet invaders from American shores. Go rescue the Pentagon and take back the Capitol!

As the mission starts, the Pentagon is under attack from Soviet forces. Fortunately, the defenses around the building are pretty solid, with a number of well-placed Prism Towers and Pillboxes. Reinforcements come in from the top of the screen. You'll have a trio of transports that you should move into the Pentagon area



Fig. 8-54. The Pentagon is under heavy attack as the mission starts. Get moving!

immediately. While the attack is going on, start repairing the structures. You'll salvage more of the base defenses by directing the Prism Towers to attack the Soviet tanks closest to the Pentagon. You can expect to lose a Prism Tower or two, a Pillbox, and a Patriot Missile during this first attack.

When you can, unload the transports and get things moving. The GIs should move to the northeast corner of your base and dig in, because the Soviets will keep hitting you. Deploy the MCV wherever you find room and start building. You don't need Power Plants right away, but you do need a Refinery, a Barracks, a War Factory, and an Air Force Command immediately.

The trick to this mission is adequate defenses, both in the front and back of the base. Although the majority of the enemy attacks come from the bridges to your east, there's another bridge in the northwest, and several enemy attacks will come from there, as well. Start building GIs and have them garrison the buildings at the bottom of the hill north of the Pentagon. You may need to repair these buildings, so use the Engineers you start with or build additional ones to fix these structures. Garrison them completely.

While you're starting to turn out units, you need to replace the base defenses you lost in the first attack. You need a Power Plant or two to help charge these structures. Three or four Prism Towers in the northeast, a Pillbox or two, and a couple Patriot Missiles will help keep the Soviets off you for most of the rest of the mission. Get these defenses up, then start pumping out units. Fill up your Air Force Command with Harriers and turn out IFVs and Grizzlies, as well as additional GIs. Direct the Prism Towers to attack the Soviet tanks closest to the Pentagon.

All of this takes some time, and a lot of cash. Be patient. Your goals here, at least for the first half hour or so, should be to keep your buildings repaired and slowly build up your strength. An Engineer in an IFV will help you keep your vehicles healthy. If you can effectively increase your number of units without having to replace losses, you'll be much better off down the road.



Fig. 8-55. Getting your GIs deployed helps fight back the Soviet tanks.



Fig. 8-56. Garrison the structures northwest of your base. This helps keep enemies away from your flanks.



Fig. 8-57. While you're repairing and replacing structures, don't expect the Soviets to sit back and wait.



At some time during the mission, you'll be alerted that the Soviets have a new weapon. Terror Drones are deadly when they attack your vehicles. The best defense against them is to hit them hard and early. Keep your units behind the Prism Towers and hit with everything you have whenever you get the chance.

When you can afford it, build a second Air Force Command and load it up with Harriers as well. Four of these aircraft can take out many Soviet structures, but they don't have the power to take out the most important ones. When you start retaliating against the Soviets, you want to hit with a minimum of eight airplanes.

Although money's tight for a while, you need to create some other units as well. A group of Rocketeers is very important because you can use them to start scouting out the other side of the bridges. Look for the isolated Soviet Refineries and have the Rocketeers take out the War Miners that appear. Keep your eye on them, because the Soviets will defend with Flak Tracks. You also should have the Rocketeers take out the Sentry Guns guarding these structures.

Additional groups of GIs should move north and capture the buildings on both sides of the bridge here. Have Engineers repair these structures and capture the Tech Hospital, as well. You may eventually lose these structures, but your GIs do an excellent job of keeping the Soviets off your back from this direction and allow you to build forces to repair and garrison the Lincoln Memorial.

Back at the main base, you find the Soviets moving in with V3 Launchers. Only when these units are present should you ever have your vehicles venture out from behind the safety of the Prism Towers. Hit these units in force, then pull back.

You also can have an IFV scout the areas across the bridge to locate the enemy units and structures. With these revealed, start attacking with your Harriers. Go for anything, but hit the Construction Yard first if you can. You may lose a plane or two in this attack, but getting this building is critical. Because this group of



Fig. 8-58. From this point forward, you have Terror Drones to deal with.



Fig. 8-59. Use Rocketeers to suppress these Soviet War Miners and Sentry Guns.



Fig. 8-60. This hospital can be useful for your GIs guarding the bridge.

Soviet troops is a different army than the main force, taking out this Construction Yard effectively causes this group to stagnate.

Now build up a force of vehicles and move in. GIs can also cross the bridge and start garrisoning the neutral buildings here. Continue to attack with the Harriers, knocking out base defenses and power. Spies and Engineers should move across, infiltrating and capturing the enemy buildings.

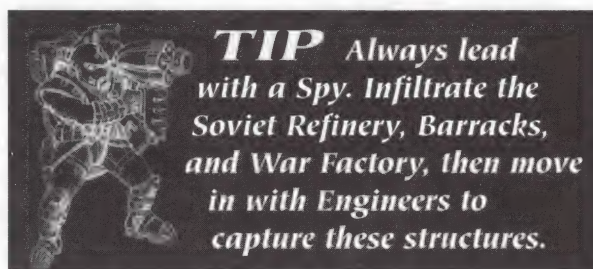
Your goal here should be to wipe out this contingent of the Soviet forces. Take out what you can from the air, then complete the sweep from the ground. Move over a large force of GIs and about half a dozen Engineers. Repair all of the neutral buildings, including the Lincoln Memorial, and garrison everything fully. You have now effectively blocked off the two main paths into your base.

Take another force of vehicles, and move them across the northern bridge into Soviet territory. Stick close to the top of the map. You're looking for a Soviet wall. Blast through and move in. Don't worry about anything at this point. Ignore the Tesla Coils and the enemy units. Advance until you find the Construction Yard,

and take this out. A force of eight tanks and five IFVs should do the trick for you here. If you lose everything, it's a fair trade. You've prevented this large Soviet force from replacing lost structures.



Fig. 8-61. When you decide to assault this small Soviet base, attack in force.



TIP Always lead with a Spy. Infiltrate the Soviet Refinery, Barracks, and War Factory, then move in with Engineers to capture these structures.



Fig. 8-62. Harriers can help take down this base. Have them concentrate on Tesla Reactors.



Fig. 8-63. Deploy GIs around the Lincoln Memorial, and repair it with an Engineer.



Now move out across the main bridges in the east and start heading north. Use any remaining Rocketeers to knock out the garrisoned buildings while your vehicles slowly roll up



Fig. 8-64. Don't forget to have Spies infiltrate Soviet structures. If you aren't producing veteran units, you should be.



Fig. 8-65. Send a large group of Grizzlies and IFVs through the wall into the Soviet base.

the Soviet forces. If you can build Flak Tracks, load up a few with Engineers and move them into the Soviet base. Once the defenses are cleared, start capturing everything. You can use these to produce additional units if you wish, but the chances are that you won't have much time before the Soviets start destroying your new structures. Placing a pre-built Prism Tower here can help. If you don't want to bother, just capture the buildings and sell them.

Because the Soviets can't replace structures, you're effectively taking away their ability to produce new units, as well. With their Barracks and War Factory gone, they have no way to replace anything, and will sell off all of their structures and attempt one last mad dash. Let them come to you, and pick off straggling enemies with the Rocketeers. Thwart this rush, and the mission ends in success.



Fig. 8-66. Rocketeers can take out garrisoned structures like this one.



Fig. 8-67. Once their producing structures are captured or destroyed, the Soviets sell everything and charge your base.

Mission 7: Deep Sea, Pearl Harbor

The good news is that you've managed to reclaim Washington, D.C., and General Carville is quite pleased that you've allowed him to return home. The bad news is that the Soviet fleet is moving into the South Pacific, and it appears to be headed directly for Pearl Harbor. Losing this vital naval base would give the Soviets control of the entire Pacific. You must destroy their navy and retain American supremacy in the Pacific.

When the mission starts, you have a fully functioning base already up and running. While you still need a Service Depot and a Battle Lab, you have pretty much every other major structure in place. Before you build those two structures, though, you need a few other things.

Primarily, you need Prism Towers, more power, more ships, and two more Chrono Miners (at least). A massive Soviet fleet hits you as soon as the mission starts. If you don't deal with it quickly and properly, you lose several key structures and have to effectively start from scratch.

Move your Aegis Cruisers into position to destroy the missiles from the Soviet Dreadnoughts. Your Aircraft Carriers should attack the Sea Scorpions first to give them air superiority. When the Scorpions are down, the Carriers can start in on the Dreadnoughts. Your destroyers should handle the subs. Prepare to lose a few of your ships during this attack. You should manufacture a few additional Destroyers immediately to help you with the submarines. Send your navy back to be repaired when this skirmish is over and, for now, keep your ships around the *USS Arizona* Memorial.

On land, the Soviets begin dropping in sets of Paratroopers at several different locations around your base, including right in the middle. Patriot Missiles are a good idea, as are a few Prism Towers to help deal with the enemies when they land. Be very wary of the groups that drop directly into your base near the Refinery, because these groups tend to contain an Engineer, who will make a run for the Refinery. If he does get it, make an Engineer and take it back.



Fig. 8-68. You start this mission with a good base already in position.



Fig. 8-69. The Soviet fleet moves in immediately. Aegis Cruisers stop the missiles while your other ships stop the Dreadnought itself.

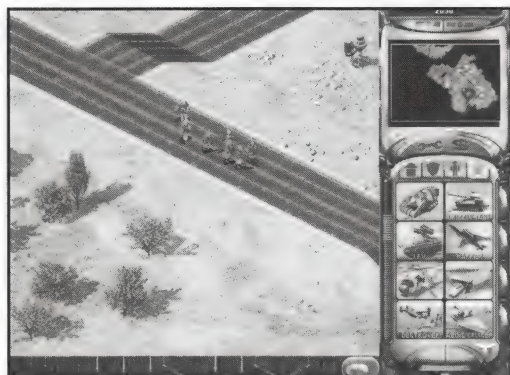


Fig. 8-70. Soviet Conscripts frequently charge your base.

Now you can start producing GIs. Have them occupy the buildings to the north to deal with the Paratroopers who move in from this direction. You should also occupy a couple buildings in the east, since additional Soviet paratroop teams enter there. Taking these buildings essentially allows you to ignore these attacks for the remainder of this mission.

Early in the mission, the small base on Niihau is attacked and destroyed by the Soviets. They move in and set up their own base there. You need to move quickly, or they'll create and use a Nuclear Missile on your Naval Yard. There are a couple of good ways to move against them quickly.

First, create 11 GIs and a single Engineer, and load them into a transport. Send them north to the Tech Airport and capture it. You want to garrison the buildings around the airport, too. It's a good idea to spend a little money and reinforce this

area. Build a Refinery, a Barracks, a couple of Power Plants, and a few Prism Towers and Patriot Missiles for this area. Use the Barracks to further garrison the buildings here.



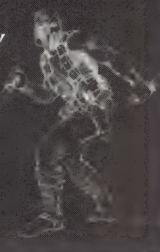
Fig. 8-71. This Tech Airport at the top of the map is a good way to start hitting the Soviets.

Take your navy and slowly move it toward the Soviet base. You don't want to move too quickly, or your ships will fall victim to the Soviet Typhoon Submarines patrolling the waters. Instead, move in small increments, coaxing the subs out one at a time so your Destroyers can take care of them quickly.



Fig. 8-72. Dropping Paratroopers into the heart of the Soviet base is suicide. Try to land on the northern or southern ends of the island.

TIP Keep the Engineer inside an IFV until you need him. It keeps him safe and saves space in the transports.



From your small base in the north, place a couple of GIs into the transport and head to the Soviet base. Your goal here should be to simply find land and unload the GIs. Pull the transport out immediately. Have the GIs move inland to expose as much of the terrain as possible. Now you can drop Paratroopers directly onto the Soviet island. You should use them to expose more and more terrain, concentrating on moving south when possible.

While you are doing these things, start making additional ships as a back up. You need more Destroyers and Carriers, as well as a handful of Aegis Cruisers. These should move slightly south, guarding the way into your Naval Yard. You need them in case something happens to your strike fleet.

You also need a couple Prism Towers inside your base, right between the Construction Yard and Refinery. The Soviets airdrop troops into this area, and these groups contain Engineers. You need to keep these enemies off your base as much as possible, and two Prism Towers assisted by three or four IFVs can handle it nicely.

Things can become critical very quickly here. The Soviets are capable of creating a Nuclear Missile in this mission, and you have no adequate defenses against this weapon. You can, however, reset the Nuke's timer by sending a Spy into the Silo. Because time is at a premium once the silo goes online, your best route is to attack with your ships. While the Destroyers pound the shoreline, taking out Flak Cannons and Flak Troopers in particular (as well as any roving submarines), have your Carriers send the airplanes in to assault the Soviet base. You need to hit the Nuclear Silo as hard as possible. It takes some time, and you may not get it before the Soviets launch a missile. Don't worry, just keep hitting them as hard as you can, and continue to knock out air defenses with the Destroyers to give your planes a clearer path to the target.



Fig. 8-73. Make sure to deploy the GIs quickly so you don't lose the transport.



Figs. 8-74 and 8-75. If the Soviets build and launch a Nuclear Missile, they'll likely target your Naval Yard.



Of course, you can also handle this (or prevent it entirely) with intelligent use of the Paratroopers. Drop them onto the southern end of the island once you find it, and immediately dig them in. They'll take out any enemy units in the area. Once these are gone, have them concentrate their fire on the Soviet buildings. When they run out of targets, un-deploy them, move them up a little and re-deploy them. Continue dropping additional troops into the area as they become available.

Essentially, you want your GIs on the island to roll up the Soviet defenses while your navy moves in and takes care of the Soviet ships. Have your ships patrol the entire island, paying special attention to both the Naval Yards and the Soviet Dreadnoughts located in the northwest. With the Soviet navy gone, or at least hurting, you can turn the Carriers' attention to land-based targets.

TIP If you manage to get a Spy into the Soviet Battle Lab, you'll be able to produce a very special infantry unit: the Psi-Commando.

Now, while your ships can continue to hit targets of opportunity on this island, you can continue sending Paratroopers in to attack on land. While a group of six Paratroopers isn't that powerful, several groups are quite adept at blasting through Soviet structures. Aim for the Construction Yard and Barracks first, then work on air defenses. Your ships can destroy any Sentry Guns and Tesla Coils to help give your GIs freedom to move.

With a beachhead established, you can start shuttling in tanks and IFVs to help with the mop up. It won't take long to eliminate the remaining Soviet resistance. In truth, you shouldn't need the additional vehicles. Let your GIs finish their work. Make a sweep of all the islands. Once all Soviet structures are destroyed, the mission ends.



Fig. 8-76. Move the GIs in slowly, having them destroy everything in their range before you un-deploy them.



Fig. 8-77. Assist the GIs with a powerful navy.



Fig. 8-78. Watch out for this group of Dreadnoughts in the northwest corner.

Mission 8: Free Gateway, St. Louis

The Pacific is yours, but the world situation hasn't improved. Your military has an important base located in St. Louis. Unfortunately, the Soviets have discovered this base, and have planted another Psychic Beacon in the area. Take Tanya and a small team of GIs and Engineers, and either capture or destroy the beacon before it goes online. Once you have done this, you must destroy all remaining Soviet forces in St. Louis. Naturally, Tanya must survive as well.

Your team consists of Tanya, five GIs, and a pair of Engineers. You need speed and stealth to get to the target in just 20 minutes. Start by moving south. Capture the large building just south of your starting position with your GIs, and wait until the position is charged by an Attack Dog. When the dog is dead, deploy the men and continue southwest until you find St. Louis' Gateway Arch.

While you're moving, you need to check behind you for pursuing Soviet troops. They march in packs of Conscripts with a single Tesla Trooper. You'll also see dogs moving in behind you. The dogs need to be taken care of as soon as possible because of their penchant for slaughtering both your engineers and Tanya.

When you reach the arch, head directly west until you find the Hospital. Be particularly careful when going under the bridge, because you won't be able to see very well, and enemy units can hide here and take you out.

When you reach the Hospital, cross the street to the northwest and have the GIs enter this building. It's attacked from several directions at once, so keep Tanya and the Engineers well away from this structure. Stay put until all of the enemies in the vicinity are dead, then click on the building and have it target the barrels next to the Soviet Barracks. The explosion takes out the Barracks, the surrounding troops, and—most importantly—a large section of the wall.



Fig. 8-79. Garrison this building until the initial attack is defeated.



Fig. 8-80. The Gateway Arch is an important landmark for the start of the mission—and, eventually, the site of your base.



Fig. 8-81. This Hospital is close to the enemy base.



Move Tanya in now and have her destroy the two Tesla Reactors you can reach. This disables the Tesla Coils guarding the Psychic Beacon. Have Tanya blow it up. After you destroy it, a transport team will unload an MCV and reinforcement troops near the St. Louis Arch. You can establish a base here.

With the beacon destroyed, something fascinating happens. In addition to a large crop of reinforcements moving toward you along the Mississippi River, all over the city people revert back to normal, throwing off the Soviet control. All of these civilians fall under your control, and most start running for the arch. Don't worry if a lot of them get killed. If you took the beacon with an Engineer, some of the Soviet units will convert to your side, too.

Have Tanya take out the two additional Tesla Reactors in Busch Stadium, and sell the Psychic Beacon. Once the reactors are gone, destroy the Tesla Coils and Flak Cannons in the stadium so you don't have to worry about them later on. You can leave these until the end if you wish, but there's no real need to. Once these buildings are destroyed, move Tanya back to your new base.

You're constantly attacked by the Soviets throughout this mission. You need troops and vehicles immediately, but you also need base defenses. A few Pillboxes are critical, as are Patriot Missiles to stop the Soviet V3s from destroying your base. Add units whenever you can. You'll be replacing losses for some time, but you should be able to add units to the mix slowly. Concentrate on adding both tanks and IFVs to all of the critical points in your base. Creating a few repair IFVs helps tremendously.



Fig. 8-82. Garrison this building and use it to destroy the wall protecting the Psychic Beacon.

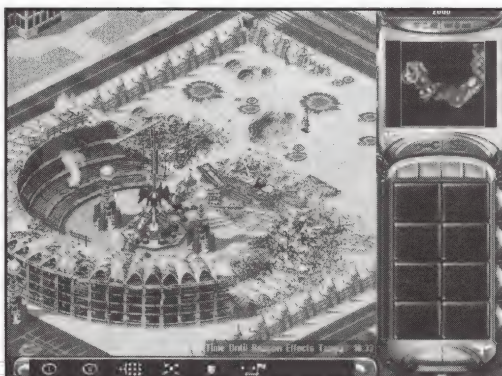


Fig. 8-83. Use Tanya to blow up the Psychic Beacon (after taking out the Tesla Coils).

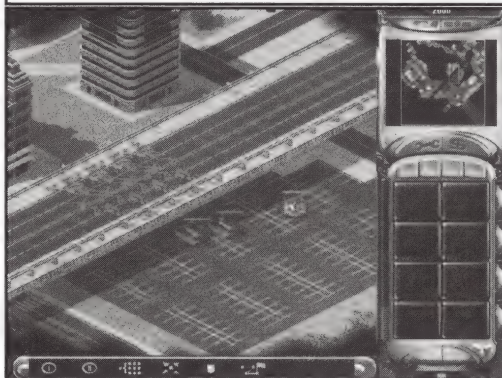


Fig. 8-84. Previously controlled by the Soviets, these tanks revert to your control once you've claimed the beacon.



Fig. 8-85. Get your base under way quickly. You need base defenses to fend off the Soviet attacks.

You'll be kept hopping for some time, trying to simply tread water. Build some GIs and move them carefully toward the Soviet territory when you have the chance. Have them occupy buildings in groups of 10, and hold the buildings against the Soviets. Grab structures at road junctions and places overlooking the Soviet base. The area north of their base is important, because it offers you a good avenue to attack from when you get to that point.

The Soviets have Desolators on this mission, and they're a problem. When they move toward your base, attack immediately with Rocketeers, who can't be hurt by their radiation.

You also may be attacked frequently by V3s. While your Patriots can probably handle the bulk of them, you should not hesitate to send out tanks to destroy these units as quickly as possible.

Get a Battle Lab up and running when you are able to. Prism Tanks are worthwhile in small numbers, but their fragility keeps them off the front line. Of much greater importance is the ability to build Prism Towers. Add them to the front of your base and along the northeast side. You need additional Power Plants to keep them charged.

You can also send a couple of Engineers to the southwest corner of the map and capture the abandoned buildings here. There's a War Factory and a Refinery. The War Factory isn't much use except as some quick income, but the Refinery is right next to a nice ore field that's untouched. Send one of your Chrono Miners here and guard this building with a Prism Tower and a Patriot Missile or two.

As your GIs occupying buildings take more and more Soviet heads, the Soviet attacks on your base start to peter out. You can help this process along by destroying the Soviet War Miners when they move into your area to dredge up your ore.

Keep moving teams of GIs into the Soviet area and continue to garrison buildings. When you can, target Soviet Tesla Reactors to kill off their power, then move in and take out the Tesla Coils. A large group



Fig. 8-86. The Desolators test their equipment on American captives.



Fig. 8-87. This extra Refinery helps you get some extra cash quickly.



Fig. 8-88. Garrisoning buildings around the Soviet base helps keep the enemies from leaving their area.



of GIs moving in bit by bit and deploying every few feet does an excellent job of killing off any Soviet units in a second or two. These same groups can then wipe out any enemy structures they can hit.

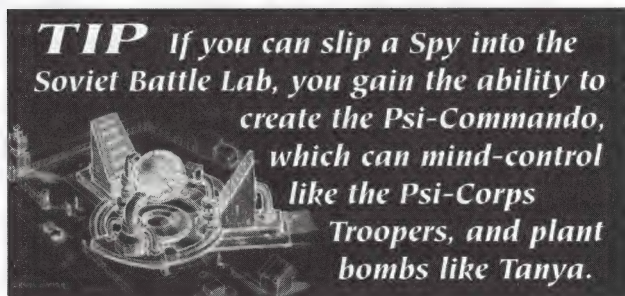


Fig. 8-89. Try not to get too close to the Tesla Coils!

Essentially, all that remains is mopping up the remaining Soviets. Take out Tesla Reactors as they present themselves to keep the Tesla Coils offline. You also should make a strong rush for the Construction Yard, but you may want to help reduce resistance by eliminating the Barracks and War Factory first. At some point, when you have taken too many Soviet buildings away from them, they sell everything and put all their hopes into one last mad dash. Your GIs in buildings stop most of these, and your base defenses get the rest. You can assist the GIs by creating a group of Harriers and having them destroy any Sentry Guns and Tesla Coils you encounter.



Fig. 8-90. Keep marching your GIs into the Soviet base.



Fig. 8-91. When you've destroyed most of their structures, the remaining enemies rush you.

Don't forget to destroy the remaining structures in Busch Stadium if you haven't already.

Mission 9: Sun Temple, Tulum, Mexico

Soviet troops have started surrendering in droves, but the war is still far from over. A Soviet research station has been located in the Yucatan Peninsula of Mexico. It's apparent that this facility is attempting to replicate the American prism technology. Naturally, you can't allow them to gain these powerful weapons. Using a SEAL team, you must either capture or destroy the Soviet facility, then take out the rest of the Soviet base.

At the start of the mission, a transport plane moves in and drops off your forces. You start with a group of five SEALs, which are all you really need to begin with. Move them northwest up the slope, then send them west. They encounter slight resistance, which they have no trouble taking care of.

Move the SEALs down into the camp, taking care of all of the enemy troops. As you do, a NightHawk enters from the top of the map and drops off a trio of Engineers. You may wish to move the Engineers back into the helicopter for now, as the Engineers are pretty vulnerable.

Once you've taken out the sets of Conscript guards holding the two compounds here, the tanks and GIs fall under your control. You also learn the location of the Soviet facility, which is in the south. It's heavily guarded, but you shouldn't have too much trouble getting in.

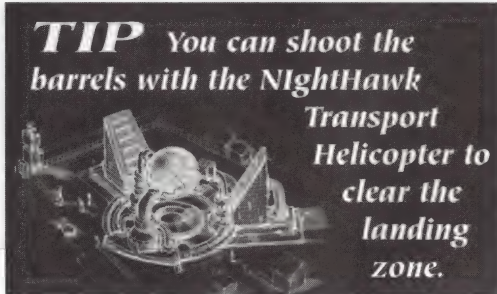
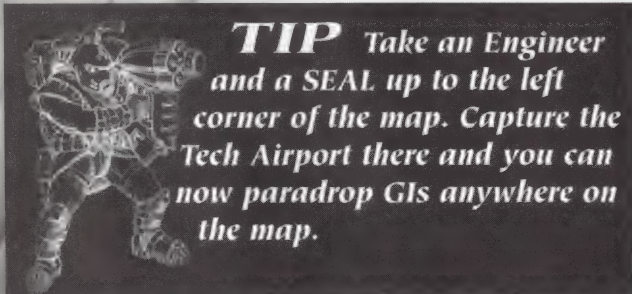
To start, put five GIs in each of the two large huts near the compounds. The Soviets continue to send small forays into this base, and your GIs keep your troops protected. Also move out the tanks to help fight back the Soviets.



Fig. 8-92. Move the SEALs into the enemy area from the northeast.



Fig. 8-93. Once you've cleared out the guards, the GIs and Grizzly Tanks fall under your control.





Now it's time to get sneaky. Place two Engineers and three SEALs into the helicopter transport. Move the third Engineer into one of the compounds for safety, while the remaining two SEALs stand near the huts to help keep the Soviets away from this camp.

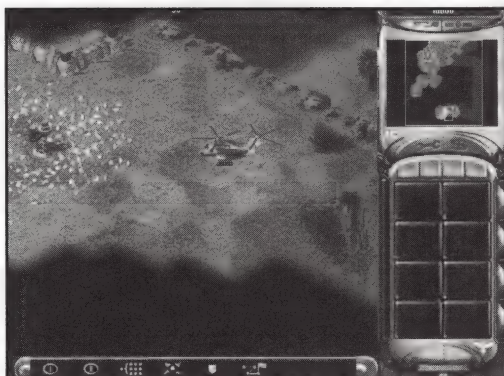


Fig. 8-94. Land the NightHawk up on the cliff east of the Soviet research base.



Fig. 8-95. The best time to move is when the Soviet War Miners are elsewhere.

Take the helicopter and fly it straight east, then move it south until you reach the corner of the map. If your helicopter is shot down, you can also swim the SEALs south to the back entrance. From here, head west until you're over land again. You want to set the helicopter down at the back edge of the high ground here, right next to the ore field. Deploy everyone, then move the helicopter out and over the water for safe keeping.

Move the SEALs up slowly and have them take out every infantry unit they encounter. Because your SEALs and engineers are not capable of defending themselves against the Soviet vehicles, move them into the base when the War Miners are either unloading or in the ore field to the west. Move them into the Soviet base, and keep the Engineers just behind them.

Your team discovers that the Mayan pyramid just inside the base is actually a modified form of a Prism Tower. Have one of the Engineers capture it and, while this is happening, tell one of the SEALs to destroy the barrels next to the wall to the east. This takes out a few Soviet vehicles and structures and allows your second Engineer to grab the Tesla Reactor here. Once you do, the Prism Tower activates and slaughters everything in the surrounding area. This also triggers an airdrop of another SEAL directly in the heart of the Soviet base.

Now it's time to use the SEALs for what they do best—destruction. The Prism Tower couldn't be safer, since nothing Soviet can get near it. Start taking out structures, starting with the right side of the base. The Soviets will replace most of their destroyed buildings, but you really need to start getting rid of the Tesla Reactors when you can.



Fig. 8-96. That pyramid is actually a rudimentary Prism Tower!



Fig. 8-97. Once you have the pyramid and a Tesla Reactor, the Prism Tower activates and destroys everything in a wide path.

Move around, shooting barrels when you see them. Essentially, you want to knock out as much power as you can, then destroy the Tesla Coil guarding the Construction Yard with the tanks you found, or else take out the anti-air units and use the NightHawk. Once this is down, take out the Construction Yard itself. You've now prevented the Soviets from replacing lost buildings, but you still need to take out their Barracks and War Factory.

Again, move in slowly. Any time Soviet resistance gets heavy, pull back to the safety of the Prism Tower, then move out again. Once you take down the War Factory and Barracks, the rest of the mission is a losing proposition for the Soviets.

There are a few places you need to be careful. The SEALs have great range with their weapons, and you can take out the Sentry Guns from outside these weapons' range. Move in slowly to take them down.

You also need to do something about that second Prism Tower. You can either move in the final Engineer and capture it, or you can have one of the SEALs destroy it for you. Either way, once it's out of the way or in your hands, the first objective of your mission is complete. This triggers an airdrop of an additional SEAL, although at this point, you really don't need him.

The final tricky spot is the two Tesla Coils guarding the front of the Soviet base. Both are being charged by Tesla Troopers. To eliminate these coils, have a SEAL



Fig. 8-100. You can either destroy this Prism Tower, or bring in the third Engineer and capture it.

move in carefully and drop the Tesla Troopers charging them up. With these units out of the way, the Tesla Coils go offline, allowing you to destroy them at your leisure.

With the death of the last enemy unit and the destruction of their last building, the mission ends. Your prism technology is safe.



Fig. 8-98. Have the SEALs destroy everything they can reach safely.



Fig. 8-99. Use barrels to help destroy structures and Soviet units.



Fig. 8-101. Pick off the Tesla Troopers to render the Tesla Coils ineffective.



Mission 10: Mirage, Black Forest, Germany

Things have changed, and mostly for the better. Plans are under way for the final assault on the Soviets. You're off to Germany to protect Einstein's lab in the Black Forest. Your job is to connect with the local people and do everything possible to keep Einstein's lab protected. As your briefing ends, General Carville is killed by a Soviet Crazy Ivan, who was waiting outside the General's office. Now you're truly on your own.

As the mission starts, Einstein tells you about his new invention, the Mirage Tank. Move these units back to Einstein's base as soon as you can. You should also move the MCV up to Einstein's lab and deploy it there. While you're doing this, start building a Refinery and another Prism Tower.

Place the Prism Tower on the outside of your main base, either on the left or the right. The Refinery should go near where you deployed the MCV. Start building in earnest now. Before you do any-

thing else, you need another Chrono Miner, three Prism Towers on each side of your base and a few more toward the top center, and Power Plants to run them. Continue building these items, and don't worry about units for now.

The three Soviet bases attack you constantly throughout this mission. There are two main keys to surviving. The first is to have enough Prism Towers surrounding the base to fight back the Soviet ground units. If you're taking significant amounts of damage at your base, you don't have enough Prism Towers. Keep adding them until you can fend off the Soviets with minimal damage.



Fig. 8-102. Move the MCV to Einstein's base and focus your mining operation here.

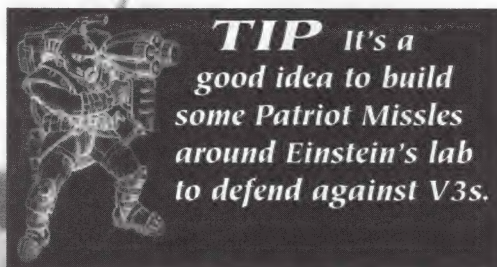


Fig. 8-103. Soviet attacks will damage your base initially. You need to rebuild the walls and put up Prism Towers.



Fig. 8-104. Having a good network of Prism Towers keeps the enemies off your base.

The second key is a group of Rocketeers to take out the Soviet V3 Launchers. A group of five or six should do the trick nicely. Keep them active in order to reveal additional terrain, particularly to the north and east.



Things, unfortunately, aren't going to get any easier. As soon as you are able, you have more construction to take care of. Create a Battle Lab, which allows you to build Spies, an Ore Purifier, and the Spy Satellite. Build both of these structures. The first gives you more money for your ore, and the second reveals the entire map. This lets you better plan for the Soviet attacks.

To accomplish this, start building Spies and Harriers. You need several more Air Force Commands to assist you in this mission. Three filled with aircraft are good, but four are better. That seems like a lot of air power, and it is. But it's also necessary for what you're going to do. You can start with two sets of four aircraft, but you'll eventually want 16 Harriers.

Disguise your Spies and send them to the north-west. When you have at least eight Harriers ready to go, send a



Fig. 8-107. Send Spies into the enemy Nuclear Reactor.



Fig. 8-105. Rocketeers are useful for destroying enemy V3 Launchers.



Fig. 8-106. Revealing the entire map lets you plan your attacks better.



Fig. 8-108. With the enemy air defenses down, move in with your Harriers and take out the Construction Yard. Repeat this process to remove other Soviet structures.



Spy into the Nuclear Reactor to shut down the power, then attack with the Harriers. Eight Harriers do a nice job of damaging the reactor for you. Repeat this once the Harriers are ready to go again, and destroy the reactor completely. This takes out the power at this base for a little while and allows you a slight respite from attacks from this base.

You can repeat this as necessary to keep this base off your back. They continue to replace the reactor every time you destroy it, but you shouldn't have too much difficulty taking it out quickly. When you have the 16 aircraft you need, drop the power again and take out the Construction Yard with the Harriers. Now you can move in with vehicles and clear out the rest of the base. It's easier if you drop the power first so that you don't have to worry about the Tesla Coils. Prism Tanks are a big help in eliminating this base. Once you destroy the Barracks and War Factory, the enemy will fold everything and rush your position.

This basic strategy gets you through the other two bases as well. Continue to use Spies to steal the Soviet's money and drop their power, then hit with your aircraft to destroy their Construction Yard. Follow up with additional air strikes and ground assaults. As you eliminate the bases, you'll experience fewer and fewer enemy attacks, which should make finishing up relatively simple.



Fig. 8-109. With the enemy power down and their Construction Yard gone, you can move in with ground vehicles and destroy everything.



Fig. 8-110. If you want to mine extra ore, capture this Refinery in the south.



Fig. 8-111. The same basic strategy works for the other two Soviet bases.

Mission 11: Fallout, Florida Keys

As this mission briefing begins, Einstein thanks you for saving his base and his life. He tells you that he has perfected the Chronosphere, which will allow you to teleport your troops from place to place. He's decided that the perfect place to deploy the Chronosphere is in the Florida Keys. Unfortunately, this location is extremely close to Soviet-held Cuba. You need to reinforce the area, deploy the Chronosphere, and take out the Soviet Nuclear Missile Silos on neighboring Cuba.

This mission is very difficult, and you'll have your hands full for the first few minutes. You've got a pretty good base started already, but you need some additional items. Start building a War Factory and a Patriot, as well as three each of the Aegis Cruisers and Destroyers.

Just after the mission starts, you'll be alerted to a new Soviet unit: Giant Squids. Use your Dolphins to get the Giant Squid off the ship it's attacking, and your Destroyers will kill it immediately. When this is taken care of, look back to your base.

Send eight of your GIs south across the bridge and deploy them southwest of the Refinery here. You can also send the other four east and have them garrison one of the two hotels on the beach. Build two SEALs and a dozen or so GIs now. The SEALs should move south to the beach. The first GIs can help garrison the hotel in the east, while the others should head north and occupy one of the structures on the island in the far northwest.

Near your Air Force Command, place the Patriot you built to the south. Build another one and place it here as well. Around this time, the Soviets start attacking. Your units are kept busy fighting them off, but your garrisoned troops can handle them. The Soviets move in with ships near your Navel Yard. Be particularly careful of the Squids, and kill them before firing on the Typhoon Subs.

Not long after this, a group of Dreadnoughts sails in and starts hitting you from the south. Your main ships can't get to them quickly, but your SEALs can take them out for you. Have them destroy the Dreadnoughts, then pull them back on land to avoid the Squids.



Fig. 8-112. Use the Dolphins to knock the Giant Squid off the cruise ship.



Fig. 8-113. You eventually lose this Refinery, but you should try to keep it as long as you can.



Now it's time to really start building. Create Grizzlies and IFVs for now, as well as a Battle Lab. You will probably need some additional Power Plants, so build these

when you can. Once you place your Battle Lab, create a Spy Satellite and an Chronosphere.

When you place your Chronosphere, you're alerted to the presence of the Soviet missiles in Cuba. You have 19 minutes to shut down the missiles or their power before the missiles are ready to launch.

Fortunately, the Chronosphere charges in half the time the silos take. Create a small group of units. You want a couple of Prism Tanks, a few Grizzlies, and several IFVs. The IFVs are quite important. Put Spies in your IFVs. Chrono your troops into the southwest corner of the map, near the first Soviet Nuclear Reactor.

Once your troops arrive, have a Spy leave his IFV and go into the reactor. This shuts down the power for a minute and allows you to bring in your other vehicles. Have them take out the reactor. Keep your Prism Tanks well back. Although this is a significant hit to the Soviet plans, it doesn't completely take their power offline.

The way to take the power offline is to send the Prism Tanks east and have them attack the barrels behind the wall. This quickly takes out all of the Soviet Tesla Reactors in the area and gives you the chance to do a few more tricks. Have your second Spy leave his IFV and run him into one of the silos. This resets the timer.



Fig. 8-114. Have your SEALs destroy the Soviet Dreadnoughts.



Fig. 8-115. There are three Soviet silos in Cuba. You must act quickly.



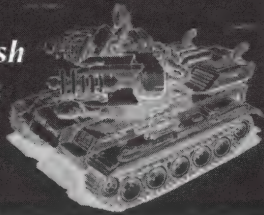
Fig. 8-116. Hit the reactor with Prism Tanks. Their range allows them to avoid damage when the reactor blows up.



Fig. 8-117. Destroying these Tesla Reactors drops the Soviet power and takes the countdown offline.

The Soviet forces replace their lost Tesla Reactors, which starts the countdown again, but at least it starts back at 19 minutes. Continue to use the Chronosphere to send over groups to knock out Soviet power, and keep running a Spy into their silos with each use of the Chronosphere.

TIP You can also build an MCV and use the Chronosphere to send it down to Cuba. Once there, it can deploy and establish a forward base. This is much quicker than waiting for the next Chronosphere window.



Of course, this is quite costly in terms of units. One way you can save yourself some headaches is to destroy the northern bridge leading onto your island. This helps keep the Soviet troops that land on the island off your back.

You also get airdrops of Desolators in the heart of your base. Don't sweat these—a single Prism Tank or SEAL can handle the whole group quickly.

The trick to shutting down the Soviets permanently is your navy. Start building ships, with special emphasis on both Destroyers and Carriers. When you're ready, move the whole navy south and start inching in. When you get in range, have the Carriers take out the Soviet Naval Yard in the west while the Destroyers and Dolphins stand guard. When the Naval Yard goes down, turn their attention to the second Nuclear Reactor here. Destroy this, and the Soviet power goes offline for good.

Your ships can hit the silos from the water, as well. Have them start attacking, and supplement these strikes with any Harriers you have. Keep shuttling over Prism Tanks to assist in these attacks, too. Ignore everything in favor of destroying the three silos. When they're gone, take the Construction Yard. The Soviets can't replace their lost silos and can no longer attack your Chronosphere. The mission ends in success.

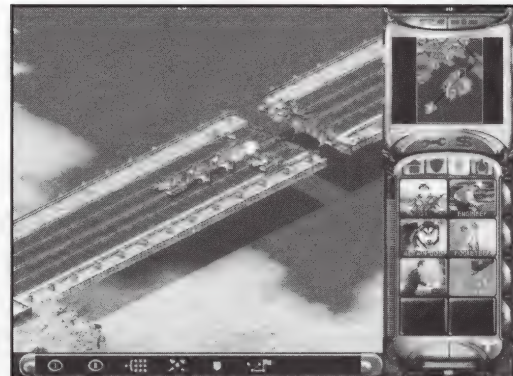


Fig. 8-118. You can save yourself a lot of headaches by destroying this bridge.



Fig. 8-119. The Soviets airdrop Desolators into your base. A Prism Tank can handle the whole group.



Fig. 8-120. Taking out this second reactor shuts down the countdowns for good.



Fig. 8-121. You can take out the silos from the water.



Fig. 8-122. Or you can destroy them from land by sending over units with the Chronosphere.

Mission 12: Chrono Storm, Moscow

This briefing begins at General Carville's funeral. President Dugan names you as Carville's successor. Your first and, possibly final, task in this role is to attack Moscow with everything you have. You must get Tanya into the Kremlin to capture Romanov. The Soviets outnumber you tremendously, so you need to act quickly and decisively. Worse, they're armed with both an Iron Curtain and a Nuclear Missile Silo, and aren't shy about using both, even in their own city. Good luck.

The mission starts with a trio of SEALs dropping in around a fortified Soviet area. When they land, they'll take out all of the Conscripts in the surrounding area. Use them to destroy the Tesla Reactor, which triggers the arrival of your MCV and a few IFVs. Plant the MCV right where it appears, then move your SEALs through the area and destroy all the Tesla Coils. You'll get a few infantry units by knocking out the fence in the top left corner.

You now have a bunch of things to do and not a lot of time to do them. You want to prevent the Soviets from using their Iron Curtain and Nuclear Missile. Start by creating your base. Put a Power Plant down to the left of the Construction Yard, then place all your other buildings to the west and north of this. Keep everything except that first Power Plant away from the Construction Yard.



Fig. 8-123. Your SEALs airdrop into the center of this Soviet installation.

Use the two Engineers you have to take over two of the Tech Derricks. As soon as you have a Barracks, build three more Engineers.

Two of these should take the other two derricks. Keep the third back for now.

Your starting GIs should move to garrison the four bunkers sitting outside of the base. There are two in the south and two in the east. Each one holds four GIs. Because you start with six, you'll need another ten to garrison these fully. Create these units and another 10 GIs.

Continue building up your base. Concentrate on getting a War Factory and building a few more Chrono Miners, then start churning out IFVs. You also need some additional Power Plants, as well as Patriot Missiles guarding the east and south. Place some near the derricks in the southeast corner of the base, as well as to the east of your Construction Yard.

Remember that extra Engineer you built? Take him and 10 GIs out the northern end of your base, then head east. When you spot the Sentry Gun, deploy the GIs to destroy it, then have them occupy one of the buildings in the area. The Engineer should move in and grab the Tech Airport, which allows you reinforcements throughout the game.

Otherwise, you'll be reinforced twice more back in your base. The first time, you get a set of Grizzly Tanks, and the second time, you receive a bunch of Prism Tanks. Leave them where they are for now, having the units react to threats.

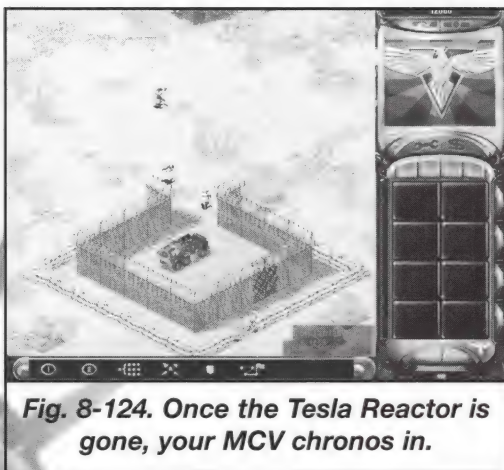


Fig. 8-124. Once the Tesla Reactor is gone, your MCV chronos in.

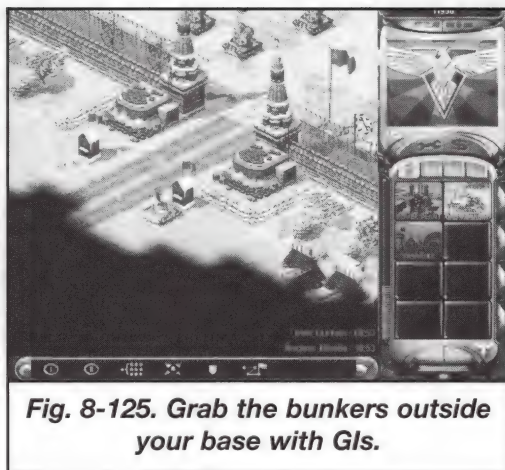


Fig. 8-125. Grab the bunkers outside your base with GIs.



Fig. 8-126. Remember to keep your new structures away from your Construction Yard.



Fig. 8-127. Garrison a building to keep off the Soviets, then grab the Tech Airport.



The biggest threats are the Kirovs that move in from the east. In addition to the Patriots you already have in place, move all of your IFVs in to take these out. You may want to create a battle group of IFVs to react to Kirovs.

Continue building structures. Create an Air Force Command building for the radar, as well as the ability to get the Battle Lab. Build and place this structure, which allows you several useful items. The Spy Satellite and two Chrono Legionnaires should be the first things you create once you put down the Battle Lab.

Continue to create GIs, as well, and have them garrison the buildings around your base. You also should occupy a few more buildings near your airport to keep it protected. If you don't occupy this area in strength, the Soviets move in with several tanks and use their Iron Curtain to make these units invulnerable. Then they attack your derricks, which you need.

Speaking of derricks, there are a couple more to the east of the airport. Get these when you can, and protect them with more GIs garrisoning buildings.

The only way to stop the Nuke is to sneak a Spy into the silo. You'll have to get past a Psi-Corps Trooper and an Attack Dog, however. If this fails, once the countdown gets to about a minute, move all your units away from your Construction Yard. Move in with your Chrono Legionnaires. When the missile is launched, move the Legionnaires next to your Construction Yard. Have one force fire on the yard while the other force fires on the nearby Power Plant. When the missile hits, you lose both units, but your structures remain untouched.

Keep in mind that this is a risky proposition. If your Chrono Legionnaires attack your Construction Yard for too long, they will end up destroying it. You can simply let the Nuke hit. This will destroy the Power Plant next to your Construction Yard, but will not destroy the Construction Yard itself. Once the missile has impacted, you can simply replace the Power Plant and repair the Construction Yard.

Another option is to garrison nearby buildings and build an assault force to destroy the silo. The ideal force should have eight Grizzlies in front, covering four Prism Tanks firing at the silo and its defenses.

Now it's time for some more fun. Create a few Spies and send them east into the Soviet base. Have them run into anything you can, particularly the Refinery to steal



Fig. 8-128. The biggest threats are the Kirovs. These airships are why you need a substantial number of IFVs and Patriot Missiles.



Fig. 8-129. Keep sending out GIs to



Fig. 8-130. The Chrono Legionnaires protect the Construction Yard from the devastation of the Nuclear Missile.

TIP You can also assault the Nuclear Silo directly. The best force for this is a group of eight Grizzly Tanks protecting a force of four Prism Tanks. Have GIs garrison the buildings on the way to the Silo to keep these units defended.

the Soviet's cash. Continue doing this every few minutes. The Spies should have little trouble getting in safely, and you'll score some useful ore every time you do it.

You also need more Chrono Legionnaires. Collect a group of five or six for now. Once you have them, check out the map, particularly the eastern edge. You spot a small island holding two Nuclear Reactors. Move the Legionnaires here and have them eliminate both structures. Although this doesn't take down the power of the Soviet base, it's a good start.

Once this job is done, send the Legionnaires into the southeast corner. There are two more Nuclear Reactors here, both of which can be eliminated quickly. If the Legionnaires come under fire, break one or two off from their attack on the reactor and have them target the new enemy. Take out both reactors. Again, this doesn't drop the Soviet's power, but it helps.

You need to do this one more time with your Chrono Legionnaires. Send them all into the southwest corner to regroup, then take out the final two Nuclear Reactors. This time, the Soviet bases lose power, and you stop the countdowns for both the Iron Curtain and the Nuclear Missile Silo.



Fig. 8-131. Use Chrono Legionnaires to eliminate the Nuclear Reactors. There are six in all.

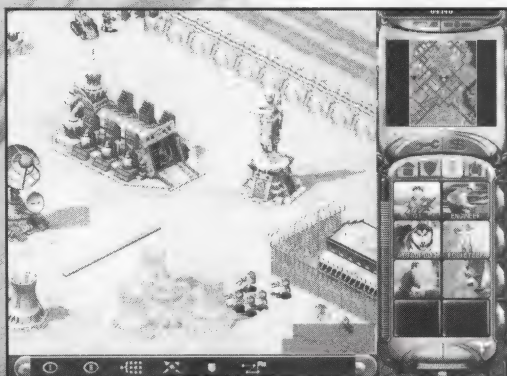


Fig. 8-132. Make sure you have enough Chrono Legionnaires to defend themselves against enemy attack.



Fig. 8-133. With the reactors gone, the nuclear countdown is stopped permanently.



With the power down, gather up a force of units and send it east into the small Soviet base. Destroy everything that you don't want to capture. You may want to send Spies into the critical structures first. Take their money one last time and, if you can, send Spies into the Barracks, War Factory, and Battle Lab, as well. Then wipe out this base. It won't be that tough, because the Tesla Coils are offline. Use Harriers, if you have them, to take out the Sentry Guns safely.

From here out, it's simply a matter of whittling away at Soviet strength. Start moving south slowly, continuing to react to the Kirov threats and slowly proceeding toward the main Soviet base. Keep making Chrono Legionnaires, and use them to take out the structures along the southern edge of the map. Again, mass their fire on a single target, then break off one or two each time a Soviet unit moves in to investigate what's going on. Take it slow and easy here, because those Legionnaires are expensive.

Whenever you can, airdrop GIs into the south to help protect the Chrono Legionnaires. Keep them moving in, carefully taking out each structure. The Apocalypse Tanks are problematic, but five or six Chrono Legionnaires can take them out pretty quickly.

Don't worry about the orange base in the west. Keep a force of units around this base to prevent the Soviets from attacking, but you can effectively ignore them. Your main goal should be to get the Chrono Legionnaires into the Kremlin area and start eliminating the green units and structures. This takes some time and a lot of patience. Start with the Sentry Guns in the back, then work around carefully, taking out the

Apocalypse Tanks, Conscripts, Tesla Coils, and Flak Cannons.

When all of the green units are gone, Tanya drops in, enters the Kremlin, and captures Romanov.



Fig. 8-135. The Chrono Legionnaires continue to be useful throughout the mission.



Fig. 8-134. Attack the Soviet bases in strength.

NOTE DO NOT destroy the Kremlin! Make sure to capture Romanov alive.



Fig. 8-136. The green units around the Kremlin are critical. With these gone, victory is a few moments away.

Congratulations, Commander! Victory is yours!

Chapter 9: Soviet Missions

Mission 1: Red Dawn, Washington D.C.

You have the distinction of being in the vanguard of the glorious Soviet invasion of the United States. Your task is a simple but important one: destroy the Pentagon. If you can crush this building, you can defeat a good portion of the American military before it has time to be mobilized, and can hopefully help capture many high-ranking Allied military officials and important documents. You'll be reinforced frequently to help you in this objective, which shouldn't prove to be too difficult, even for a first-time commander.

At the start of the mission, Paratroopers drop in, giving you a nice force of Conscripts to work with. While they move into position, an MCV deploys, starting a base for you. Sit tight for just a minute and build the necessary structures for your base. You need a Tesla Reactor and Barracks at the very least, and a Refinery can't hurt.

When your base is ready, build a couple Engineers and start your Conscripts moving north up the road. Not far from your base, you encounter a small group of GIs already deployed and waiting for you. Send 10 Conscripts into the nearby building and capture it. From this location, your troops make very short work of the Americans.

Continue moving up to find the small Allied base. There aren't any buildings around it to occupy, so simply send in your Conscripts and take out the GIs. Start work on the Patriot Missiles next, to protect your aircraft flying in reinforcements. Take out everything except the Barracks, which you can capture with an Engineer. This gives you a nice advanced position for deploying additional troops.



Fig. 9-1. You start with a nice force of Conscripts.



Fig. 9-2. Garrison the building on the corner to take care of the American GIs.



When you're ready, send an Engineer into the repair hut of the bridge to fix it. Send the troops across and into the next Allied area. Take the two buildings there with your Conscripts.



Fig. 9-3. Charge the American position and eliminate the GIs. Leave the Barracks and capture it with an Engineer.

They're within perfect firing range of the Allied GIs and Pillboxes guarding the way into the next Allied base. Take these out, then get your men out of the buildings. With the reinforcements you receive here, move into the Allied base proper.

As soon as you do, more reinforcements appear for you. This group contains a few Engineers, which you can use to capture a good portion of this Allied base. For starters, grab the airport. This allows you to create additional groups of Paratroopers for the rest of the mission. You can also get another Allied Barracks and a Construction Yard, both of which are worth taking. Use this Barracks to create additional troops, particularly a few Engineers.

Destroy everything, except what you capture with Engineers. Look west in this base to find another broken bridge. Have an Engineer repair it, then send over a unit or two to investigate this small area. There aren't any Allies here. As you approach the western side of this small island, you're reinforced with a squad of four Rhino Heavy Tanks. Bring these over to join your Conscripts, then head north to find the Pentagon.



Fig. 9-4. Your Conscripts can destroy the Pillboxes without coming under fire.



Fig. 9-5. Your reinforcements include Engineers. Use them to capture the bulk of this Allied base.



Naturally, the area is closely guarded by the Allies. Use the tanks to break through the walls and Pillboxes, then send in your

Conscripts to kill off the GIs. You get additional reinforcements here, so create your own Paratroopers at this point. Drop them around the Pentagon and have them take out GIs first and Patriot Missiles second. Move in the tanks, and have additional Engineers move up and capture the last two Barracks here.

You get tons of reinforcements, including eight more tanks. Move everyone up and next to the Pentagon itself and destroy everything around it. Then, start blowing up the Pentagon. There are four individual sections of this building that must be destroyed. When each section goes up, a few remaining GIs attack. They shouldn't be much of a problem for you and, with the power of a dozen tanks, it won't take long to eliminate the entire Pentagon.



Fig. 9-6. Repair this bridge and you'll be reinforced with Rhino Tanks.



Fig. 9-7. Once again, garrisoning neutral buildings helps eliminate resistance.



Fig. 9-8. Loads of reinforcements make the endgame easy.

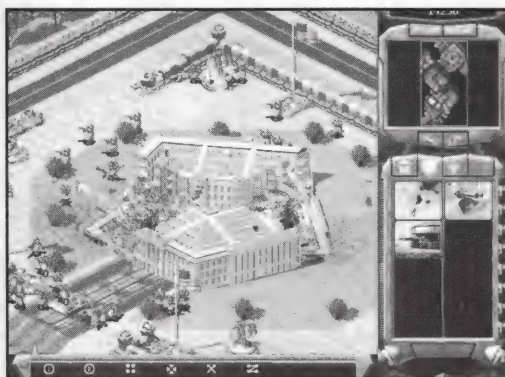


Fig. 9-9. Target all parts of the Pentagon and destroy it quickly.



Mission 2: Hostile Shore, Florida Coast

In your continuing campaign against the Allies, you have elected to hit them where they least expect it: Florida. You need to establish a base on the Florida coast, then move inland and destroy all resistance. Although the Allies aren't necessarily expecting this move, they're here in force. They won't simply roll over for you.

The mission begins chaotically. While Vladimir's Dreadnought pounds the American defenses along the shoreline, transports move in, depositing tanks and troops to knock the Allies away from the beach. You take command of the troops as soon as all the transports are unloaded.

Tell your troops and tanks to destroy the Pillboxes, then move everything up the beach. Hit the barrels between the Allied Refineries, and you'll destroy both buildings instantly. With the Pillboxes gone, another transport moves in, leaving you an MCV, which you should deploy. Place it away from the beach, near the Allied Refineries you've just destroyed. This gives you a defensible location out of shelling range from the sea and with enough room to adequately guard it on land.

While you're establishing your base, you're attacked. The group of Allied tanks that moves against you is large, but it don't be concerned. Move your tanks against them and continue to concentrate on creating your infrastructure. You need a couple Tesla Reactors, a Barracks, a Refinery, a War Factory, and a Naval Yard—all as quickly as possible.

To deflect the ongoing Allied attempts to knock you out of your beachhead, start capturing neutral buildings in the area with Conscripts. You should fully stock these buildings—particularly the ones around your base.



Fig. 9-10. Start your units moving in from the shore as soon as you can.

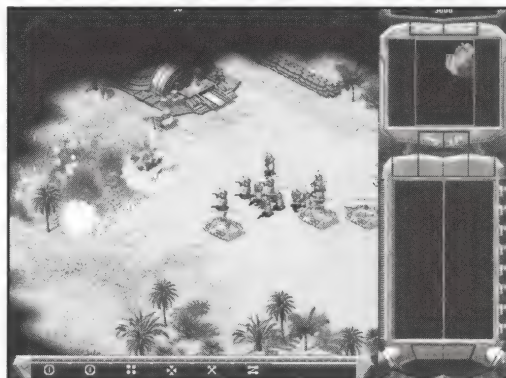


Fig. 9-11. Hit the barrels between the Refineries to clear the area quickly.



Fig. 9-12. Start garrisoning buildings west of your base. You can ignore most of the beach areas to the east.

Explore the entire area to the west and everything south to the road, taking every building you find. You need a lot of Conscripts to do this, but Conscripts are cheap and build quickly. A second War Miner is extremely helpful in getting the funds for this.

Another help is the pair of Tech Derricks located west of your base. Send up a few tanks and Flak Tracks, and capture these derricks with Engineers. When you can, move Conscripts into the area and take the factory and the mobile homes. These fortifications help keep the Tech Derricks safe. All of the white hotels contain bonus crates. Destroy them and move a unit on top of the crate to get bonus cash.

At some point, Vladimir makes an attack run against the Allied fleet. He's quickly repulsed, and his Dreadnought sails off. You receive a few submarines as reinforcements at this time. You can supplement these with a few subs of your own. Move down carefully and take out a couple of the Destroyers in the area, sending wounded submarines back to your Naval Yard for repair.

On land, continue capturing buildings, slowly moving closer to the Allied base. The defenses up front are tough, but not terrible. With a large force of tanks, Flak Tracks, and Conscripts, you could blast through these defenses and wipe out the Americans. There's a better way, though.

Create a group of tanks and a Flak Track or two, filling one Flak Track with Engineers. This is costly, but with a pair of War Miners and your Tech Derricks, money won't be a problem. Move these units along the western edge of the map. Move in slowly, looking for signs of Allied units and buildings. When you find the Allied base, send your tanks and Flak Tracks in to destroy the Pillboxes and GIs here.

The Flak Track carrying the Engineers should hang back just a little bit. With the area secured, take the Engineers out of the Flak Track to capture the Allied Construction Yard.

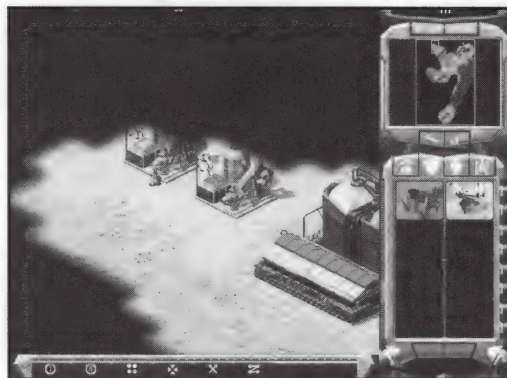


Fig. 9-13. Grab the derricks and protect them with a few Sentry Guns and Rhino Tanks.



Fig. 9-14. The subs won't arrive in time to save Vladimir from embarrassment. Use them to start hitting Allied shipping.



Fig. 9-15. Attacking through the backdoor will cost you, but it will cost the Allies more.



This sets off a massive chain of events that quickly brings about your victory. With their Construction Yard gone, the Allies sell all of their buildings, and the GIs move to



Fig. 9-16. *The Allied Construction Yard is captured.*



Fig. 9-17. *You can also hit many enemy ships from the land.*

attack. Anything that comes within range of your captured buildings is immediately eliminated, while your tank group in the southwest can eliminate any troops that come their way. Send these troops through the area to mop up any remaining Allies. Don't forget about their Chrono Miners.

All that remains now is eliminating the rest of the Allied fleet. Churn out a couple additional submarines and move them into the American waters at the south end of the map. Take out the Destroyers. When the last Allied unit is destroyed, victory is yours.

Mission 3: Big Apple, New York

Vladimir took credit for your victory in Florida, which shouldn't surprise you too much—he appears to be a very opportunistic person. Yuri talks to you before the start of this mission, and tells you not to worry about Vladimir. Yuri knows what really happened. He also tells you about the Psychic Beacon. Using this device, you can project thoughts onto others and control their minds. You are to start the psychic invasion of the United States in New York. Clear out the area and place a Psychic Beacon, which will control the minds of New Yorkers and turn them to the Soviet cause. To help you achieve this goal, you must first capture an Allied Battle Lab.

You start with very little. In fact, all you have is a Radar Tower, a Tesla Reactor, and a Conyard. You need a Refinery and a Barracks immediately, followed by a War Factory.



Fig. 9-18. *There's the Allied Battle Lab. You've got to get an Engineer inside it, and it's a long way away.*

Don't worry about creating a second War Miner for now. Instead, concentrate on building up your defenses. Create a lot of Conscripts and have them capture the buildings to the north and east of your base. Particularly important is the large building located just east of your base, near the Tech Derricks. Reinforce this area with several tanks and Flak Tracks.

Now take the derricks with a trio of Engineers. Because there's almost no ore in your area, these three derricks provide the bulk of your income for the rest of the mission. Protect them well with additional tanks and Flak Tracks, place a few Sentry Guns in front of them, and keep that building occupied with Conscripts.

Around this time, you will be airdropped a few Psi-Corps units. These are useful in defending against Allied attacks, particularly while you're still building up your power. Psi-Corps Troopers can each mind-control a single enemy unit. Try to mind-control powerful Grizzly Tanks or IFVs and use them to scout the map or attack the enemy's base.

Using a Flak Track, explore the area. Ignore the large bridge for the moment: Most of the Allied attacks will come down this bridge, and a single scouting Flak Track would be vulnerable. Instead, explore the lower areas to the left and right of the bridge. Send out groups of 10 Conscripts to capture some of the buildings, holding them to prevent additional Allied attacks from reaching your base.

Most of the buildings in New York are heavily damaged and can't be garrisoned. Create several Engineers to follow along with your Conscripts and repair the buildings. You need these buildings because they are the best way to keep your units protected, and they give you the best position to attack the approaching enemy. Start moving out groups of 10 Conscripts and an Engineer. Send the Engineer into a building to repair it, then occupy it fully with your troops.

Keep pushing north and east toward the enemy. Money is a problem for a long time because your



Fig. 9-19. These Tech Derricks will be the main source of your income for a large part of this mission.



Fig. 9-20. It's time to start exploring. Check out what you can, but try not to get your units destroyed.



Fig. 9-21. While the Conscripts wait, the Engineer rushes in to fix the building.



own ore runs out so quickly, making you entirely dependent on the money from your Tech Derricks. Take it slow and easy, expanding outward when you can. Also, build a few Rhino Tanks and Flak Tracks to keep your own base safe.

You'll also encounter a few Allied-occupied buildings. The easiest way to deal with these is to hit them with a couple of V3 Rocket Launchers. These units can stay out of the range of garrisoned buildings, and three of them can destroy most neutral buildings outright with a single salvo.

You can find a couple of Tech Outposts along the western side of the map. Take them to provide a way to repair your vehicles. Don't capture them until you can adequately defend them with vehicles and by garrisoning the buildings nearby. The other benefit to grabbing these nearby buildings is that moving a force into the area puts several new ore fields, including a field of gems, under your control, allowing your War Miner to start working again. Now is also a good time to build a second War Miner.

Although you should be approaching the Allied position across a broad front, the best approach is from the northwest, near the second of the two outposts. Build a second Barracks and place it here. Start churning out Engineers and Conscripts from this Barracks, and repair everything on the top of the hill to the north. Garrison all of these buildings completely (you'll be happy you did this later on). Send a scout or two down the eastern side of the hill to explore the Allied base. There are a few Pillboxes here; eliminate them with your V3s. Repair the damaged buildings directly in front of the Allied base and completely occupy them.

Start moving into the Allied base, capturing anything worthwhile and destroying everything else. Use your V3s to take out the Pillboxes and have Engineers capture the Barracks you encounter. Make this your primary Barracks and start pouring out hordes of Flak Troopers. You can also grab an Allied War Factory and use it to create a dozen or so IFVs. As with the Barracks, make this your primary War Factory so that the units appear in the Allied base rather than back at your home base.



Fig. 9-22. V3 Launchers are the quickest and easiest way to get rid of Allied garrisons.



Fig. 9-23. You can protect your Tech Outposts by occupying the buildings around them.



Fig. 9-24. Take everything on the hill overlooking the Allied base.

Essentially, you want to destroy or capture everything but the Battle Lab. Completely eliminate the Allied presence in the area. Then keep making units. You want about 20 Flak Troopers and a like number of IFVs. Make some of those IFVs powerful against ground troops by inserting Tesla Troopers into them, but leave at least half as Rocket IFVs. Make sure you completely garrison every building around the former Allied base.

Now you can take the Battle Lab. It'll change into a Soviet Psychic Beacon, which you now must protect until it deploys. The Allies will hit you with everything they have, and will move in from all over the map. You will receive more Psi Troopers by para drop once the Psychic Beacon deploys. Use them to mind-control enemy vehicles that get too close to the Psychic Beacon.

All you really need to do is hang tight. Your troops garrisoned in the buildings around the beacon do a good job of fighting back the



Fig. 9-25. If you're going to attack, don't play around. Hit with a large force.



Fig. 9-26. Taking the Allied War Factory is important because IFVs will be very useful in the minutes ahead.



Fig. 9-27. Get your air defenses set up around the Battle Lab before you take it.



Fig. 9-28. Allied Rocketeers are just one reason you need plenty of anti-air defenses.



Fig. 9-29. Don't worry about anything that doesn't directly affect the Beacon.



Allies dropping in, and the Rocket IFVs and Flak Troopers should knock a few Allied planes out of the sky before they can drop their Paratroopers. Don't worry about the battles going on anywhere else on the map. Your troops can hold off a few of the Allied units. Even if they can't, the Psychic Beacon is all that matters at this point.

If the Psychic Beacon comes under enemy fire, don't forget that you can repair it. An Engineer can be ordered to enter the Beacon to repair it to full health instantly.

Once the Beacon is fully charged up, it deploys, and all of the enemy troops on the map fall under your control. The mission is a success.



Fig. 9-30. When the Beacon goes online, the Allied troops become yours.

Mission 4: Home Front, Vladivostok

Despite your recent successes in the campaign against America, not everything is well back home. The Republic of Korea has sided with the Americans and is currently moving a fleet near Vladivostok. While Romanov would like to use the "war hero" Vladimir for this mission, the general is...otherwise occupied. It falls to you to destroy the Korean fleet completely and protect Mother Russia.

You start with almost nothing. Aside from your Construction Yard, all you have to begin with is a Naval Yard and a single submarine. You need everything, and you need it immediately. The Korean fleet will be landing in 10 minutes.

In addition to building some additional subs, start creating your base. Build a Refinery as soon as you place your first Tesla Reactor, and have the War Miner explore to the north. There's a field of gems located just above the large ore field, and it makes sense to gather from here first.

You have about 10 minutes before the Allies attack, but it's enough time to get ready. Air defense is your immediate priority. The Allies attack with aircraft constantly throughout this mission. A couple of Flak Cannons placed near your Construction Yard and Tesla Reactor will help at first. You also need a second War Miner immediately. If you wait until the Allies attack in force, you'll be so busy replacing lost units that you won't have the time or money to build this second miner—and you need that income.

The other things you need are a few Typhoon Submarines. You should have enough money in your starting funds to build a group of four or five subs. Move them east once the timer gets

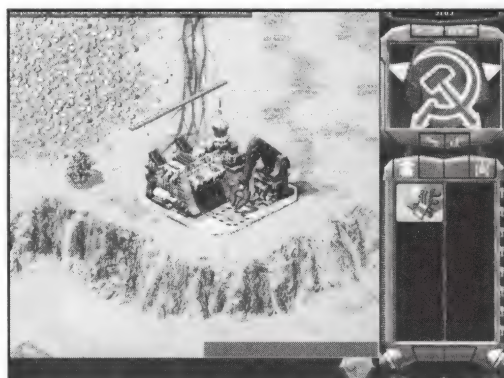


Fig. 9-31. Better get busy. The Koreans won't wait until your base is set up before they attack.

down to just a couple of minutes, and have them in position to strike at the Allied transports.

Otherwise, build tanks and put them primarily in the north.

Your War Miners will be dredging up the ore north of your base, and the Allies will attack here frequently, hoping to disable your economy. Don't let them. Placing six or so tanks here generally gives you the advantage in terms of firepower. When you can afford it, place a service depot in your base and repair the tanks between assaults.

Because the Allies also attack with rocketeers, you need to have Flak Tracks and troopers in the northern part of your base. You won't need many of them, but without a few to handle these aerial units, your tanks are sitting ducks.

You can explore the bulk of the map with a Flak Track. Concentrate mainly on the shoreline. Although the Allies attack occasionally from the south, the troops are still moving in from the same location in the east. There's not much to see in the west and south of this map. Your scout should instead probe to the east, trying to uncover the edges of the Allied base. You can do the same with naval units, having your ships take out the Allied navy and Naval Yard.

At this point, a lot of the money you bring in is probably going for building repairs, unit repairs, and



Fig. 9-32. A small group of Typhoons gives you a chance to take away a few Allied attacks.



Fig. 9-33. Here's a base that's up and running. Note the Allied jet being shot down over the Barracks.

TIP

Money's tight because of the frequency of building repairs and the need to replace units. However, building a second group of six tanks is worthwhile. When you pull one group back to repair, the other can move in and take its place. This prevents gaps in your defense, and helps guard your southern flank.



Fig. 9-34. Destroy the Allied fleet completely, and you'll make your life a lot easier.



replacing destroyed units. Use any spare money to build a third War Miner between enemy attacks.

After that, start creating your attack force. Don't worry about infantry for this attack—you won't need them. Eight to ten tanks and a few Flak Tracks are all you need, although a V3 Launcher or two wouldn't hurt.

Send this attack force along the southern beach, right along the shoreline. Push your way into the Allied base and hit what you can. Chrono Miners are always a good target, and they're easier to kill when they have just unloaded and are on their way back out to the ore fields.

Continue sending additional units over to the Allied base, and pull back any of your own units that have been weakened. If Allied resistance gets too heavy, don't be afraid to disengage. The goal, if you can't destroy the base in one attack, should be to weaken it as much as possible. The Construction Yard is a great primary goal, as are the Refineries and Chrono Miners. Disrupt the enemy's ability to produce money and buildings, and it's just a matter of time before he falls.

You can move in a few Engineers in a Flak Track and take a few of the Allied buildings. It saves you the time and hassle of destroying these buildings, but if you aren't diligent at wiping out the enemy Pillboxes, your Engineers can be easily killed. It's a very good idea to capture the Air Force Command. With it, you can build a few Harriers for the last stage of this mission.



9-35. You can drive your units over to the enemy base, or you can try an amphibious assault, allowing you to hit their vulnerable structures quickly.



Fig. 9-36. Getting the Construction Yard should be a top priority.



Fig. 9-37. When you see a Chrono Miner, hit it with everything.

However, the Harriers are probably overkill at this point. If you've destroyed the Allies in the water and taken their Construction Yard and money, all that really remains is rolling up the last few enemies. This shouldn't be much of a problem for a large force. Continue to supplement your attack group when you can, and remember that your Sea Scorpions are good at shelling infantry near the shore.



Fig. 9-38. Use Engineers if you wish, but there's really no need to.

Mission 5: City of Lights, Paris

The scene switches to France. As a demonstration of your incredible power, you'll turn the Paris Tower into a massive Tesla Coil, able to strike anything in the city. This puts the French completely under your thumb. Naturally, they'll protect their national landmark with everything they have, so you can expect resistance to be strong.

For this mission, you're unable to build a base. You will start with a Barracks and a single Tesla Coil. You have several Conscripts, a couple of Engineers, four Tesla Troopers, and a pair of Crazy Ivans as well. There's no ore to mine, which means that, unless you find a method of increasing your income, you're also limited to building \$2,500 worth of units as well.

Fortunately, there's a source of income in the area. Take your Conscripts and start them moving west, capturing buildings. You aren't taking these buildings with the goal of holding them, at least initially. Your objective is to take a building, use it to eliminate any Allies in the immediate area, then move on to the next building. Keep

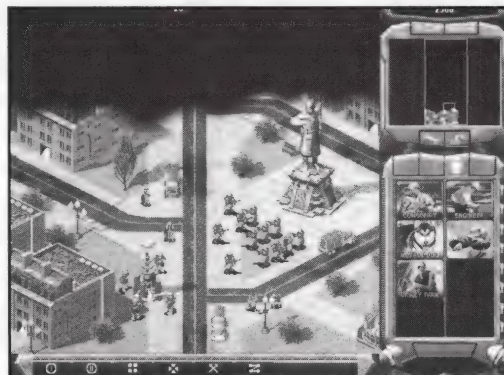
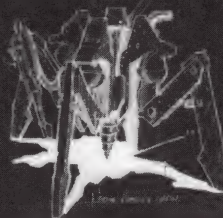


Fig. 9-39. You've got a decent starting force. It's enough to gain some additional income to the west.

TIP A few trucks are also under your control. You can take down some of the tougher Allied strongholds by having a Crazy Ivan place a bomb on a truck, driving the truck toward the Pillboxes, and detonating the bomb.





heading west until you find the Tech Derrick in the southwest corner. Take out all the Allies here, move in an Engineer, and claim this structure.

Now you have a source of income, albeit a very limited one. Still, it's enough for what you need to accomplish. Build as many Conscripts as you can and fully occupy all of the buildings around the Tech Derrick. Do the same with four or five buildings around your base. This takes some time because you need a lot of Conscripts. You'll be waiting on the Tech Derrick to pump out the money you need to build all of these Conscripts. Just be patient.

With your income and your base protected, you can continue building Conscripts to move in on the Allied position and the Paris Tower. Use the same basic tactic.

Take teams of six Conscripts and work them north, covering the map from side to side. They should occupy a building, take out any Allied units and Pillboxes they can hit,

then move on to the next structure. You'll continue to gain territory as they move. Keep a few buildings occupied in areas where Allied Pillboxes sit just out of range of your Conscripts. This keeps the Allies in check and prevents them from moving in on your base.

As you reach the northern extent of the map, you discover the Paris Tower itself. It's heavily guarded with Pillboxes and GIs, as well as a couple of tanks and IFVs. Move in with the Conscripts, taking as many buildings along the outside of the walls as you can. You should be able to destroy all of the Pillboxes and tanks eventually, although your Conscripts may be kicked out of a couple of buildings. Keep moving and keep attacking until you have breached the Allied defense.



Fig. 9-40. Garrison the building to get rid of the Allies. Be careful around the barrels near the derrick. You don't want to lose your only source of cash.



Fig. 9-41. The fastest way to get rid of Allied positions is to use the barrels.



Fig. 9-42. Garrison everything you can. Move these troops slowly toward the Paris Tower, destroying everything along the way.

Now the Conscripts can move inside the wall and take buildings.

Around the same time, you receive reinforcements—an

Amphibious Transport

containing half a dozen Tesla Troopers. Keep them where they are at the moment, and keep building Conscripts. You need to hit the Allies from both sides to take the Paris Tower and to prevent the Allies from destroying it after it's yours.

Move a force of Conscripts up the road next to the water and have them assault the Allied position west of the tower. You'll lose most if not all of these units, but that shouldn't be a problem. Keep funneling replacements into the area as you can, and move your other groups of Conscripts into those buildings beyond the Allied wall. This puts the Paris Tower under your control and gets you in position to kill off the bulk of the Allied units.

As soon as you take the tower, the Allies start attacking it. Hit what you can from the



Fig. 9-43. Keep the Conscripts moving. Losing a few here and there doesn't matter as long as you keep rolling up the Allies.



Fig. 9-44. Are there nicer words to hear than "reinforcements have arrived"?



Fig. 9-45. Try to maintain the garrisons near the Paris Tower.



Fig. 9-46. The Tesla Troopers move in to take control.



Fig. 9-47. Parisians are slaughtered by their most famous landmark.



occupied buildings, then deploy the troops and have them attack any remaining GIs and tanks. There should only be a few of them left.

When the last GI and tank in the area are down, move in with the transport, deploy the Tesla Troopers, and move them into position around the tower. It'll charge up and destroy all of the remaining Allies on the map. Paris is yours.

Mission 6: Sub-Divide, Pearl Harbor

Before this mission begins, Yuri is promoted to the Supreme Commander of the Soviet forces. It's obvious that he has gained this control by manipulating Romanov with his psychic abilities, and Yuri's promotion has infuriated Vladimir to potentially dangerous levels. Regardless, you have a task at hand. The Allied Pacific fleet is gathering at Pearl Harbor. If you can crush them now, you will eliminate virtually all Allied presence in the Pacific, giving you complete control over the waves. Even better, if you can destroy this fleet, you can effectively prevent the Allies from invading the eastern shores of Russia again.

This mission takes place on a huge map, much larger than you've seen in the Soviet missions so far. You start with a small force of a few men and a couple ships. Naturally, much of this mission centers around your own navy, but it's a foolish commander who forgets about his ground troops in favor of the navy, even at Pearl Harbor.

Start by deploying your MCV and building up your base. You're given a countdown for the arrival of the Korean fleet, but that doesn't mean that the American fleet is going to sit back and wait. You need defenses as quickly as you can build them. Build several Flak Cannons and place them around your budding base, supplementing them with Flak Troopers and Flak Tracks.

You need some ground defenses as well. Explore the island you start on and put Conscripts into every building you can. A few tanks and Tesla Troopers, as well as Tesla Coils, will help fight back the small invasions of GIs that attack via transport. Build a series of Flak Tracks as well, and keep these close to the southern edge of the island. Build a Naval Yard, and turn out a couple of subs. You should also create a Radar Tower to allow you to build Sea Scorpions. When the reinforcements arrive from the north,

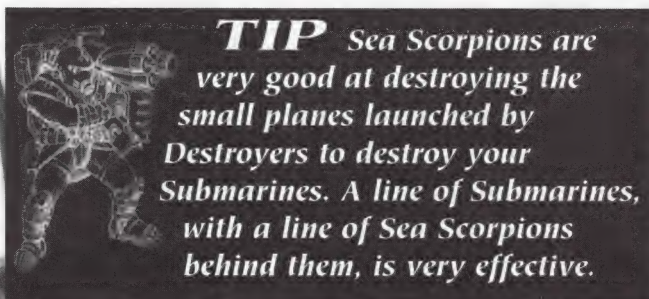


Fig. 9-48. Get your base running quickly. You only have a few minutes before the enemy fleet arrives.



Fig. 9-49. Transports of GIs attack early on. If you've garrisoned the buildings, they're easy to eliminate.

move all your ships up to the northwestern edge of your island complex. The Korean fleet will arrive shortly.



When the Korean fleet arrives, hit them with your ships as much as you can. You take some losses here, so keep the Naval Yard working on more Typhoon Subs and Sea Scorpions. You want to destroy as much of the Korean navy as possible. Although taking out the Destroyers is helpful, concentrate most of your fire on the Aircraft Carriers. The Koreans won't stick around too long, but you should be able to sink a couple of their ships.

Now pull your navy south and wait in the area just south of your main island. The Korean fleet, once it meets with the Americans, attacks your base in force, moving along your southern shore. Place your Sea Scorpions where they can defend against aircraft, and line up your Typhoons to take down the enemy shipping. Your Dreadnoughts are helpful here, too, because they can wipe out stationary ships quickly. A couple of V3 Launchers placed along the shore can also help.

It takes some effort



Fig. 9-52. Once the Korean fleet reaches Pearl Harbor, they'll turn around and attack your base. Be ready for them.



Fig. 9-50. This group of Dreadnoughts is a big help in stopping the Korean fleet.



Fig. 9-51. Take out what you can as the Korean fleet sails past.



Fig. 9-53. Get this Tech Airport so you can drop Paratroopers on the main Allied island.



to eliminate the Korean ships. Once they're gone, it's time to give yourself a significant advantage.

Load up a transport with a single Engineer and 11 Conscripts. Send it all the way to the southwest corner of the map, protecting it with several submarines and sea scorpions. Deploy the men on the small spit of land here and capture the airfield. This lets you air drop Paratroopers for the rest of the mission. Build a couple Flak Cannons to protect the airfield.

Move the Conscripts through the entire area. You'll find a total of four crates, all of which give you money when picked up. You can earn a tremendous amount of money for this, and they'll help you in the next stage.

Now you need to start moving on the main Allied island. Fortunately, you have the resources to do so. Drop Paratroopers onto the eastern section of this island, and have your transports send over batches of Conscripts as well. Garrison everything, moving slowly west and capturing a building at a time. You're looking for a large group of offices and hotels to hold onto.

Capture these hotels with the Conscripts. Use the transports to continue shuttling more Conscripts into this area and continue to pack these hotels with your men. They'll handle anything that moves into the area, and will eventually take out an Allied Pillbox. Further exploration here reveals an Allied Refinery. Move over another group via transport, but include an Engineer in this batch. While this group is building, create a Tesla Coil and a Barracks, but don't place either of them.

When the transport arrives, capture the Refinery and place both structures near it. Make this Barracks your primary.

There are more Allied structures in the area, including a



Fig. 9-54. Drop Paratroopers near structures on the main island. Use them to take the hotels.



Fig. 9-55. The use of a single Engineer allows you to start a base in the heart of the Allied position.



Fig. 9-56. You also can make the job easier by taking out any Allied Power Plants you come across.



Fig. 9-57. Taking out Allied air power also makes your task easier.

Prism Tower, which you can avoid completely. Instead, keep exploring the area to the north and west. There's a small cove in this area, and it holds one of the two Allied Naval Yards. If you have placed your Tesla Coils well, they'll be able to hit both the Naval Yard and the ships it produces. If not, continue to build Tesla Coils (and Tesla Reactors), and place them in the area to wipe out this section of the Allied fleet.

Now it's time to finish the job with your submarine fleet. Collect a large wolfpack and move them out, exploring the coast of the large island. You discover a narrow inlet lined with Prism Towers. You can take these down with your Dreadnoughts if you wish, but there's really no need; the Prism Towers can't hit the submarines when they're underwater.

Take the subs through this cove and eliminate anything that looks like a ship or a Naval Yard. It takes some time, and you have to chase a few ships. Hit Destroyers first, since they can damage and destroy your subs, then go for the Cruisers, Carriers, and the Naval Yard itself. Keep up this sweep until you've destroyed everything in the water.

If the mission hasn't ended yet, it means there's still a ship or two around. Don't worry about the Coast Guard ships patrolling the western seas, because you don't have to destroy them. Keep the subs moving through the cove and around the *USS Arizona* Memorial, and destroy any new Naval Yard built by the Allies. When the last ship and Naval Yard are gone, the fleet is considered destroyed, and the mission ends in success.



Fig. 9-58. If you take out the Allied Prism Towers, you can also move Sea Scorpions in to protect your subs.



Fig. 9-59. The Typhoon Submarines can handle all of the Allies in the harbor.

Mission 7: Chrono Defense, Ural Mountains

The Allies are mounting an attack against your Battle Lab in the Ural Mountains. They'll stop at nothing to destroy or capture the Battle Lab to prevent you from developing new technology, or to steal it for themselves. You must keep it safe at all costs. The Allies attack by sending troops into their Chronosphere. You must be alert at all times and expect attacks from any and every direction.



This mission isn't that difficult if you keep your head together. Start building up your base as you normally would, making sure to put troops at each of the open points in your base. Essentially, you want troops, tanks, and Flak Tracks at every location where you have a Sentry Gun, as well as in the ore field to your immediate north. Also make sure you have at least five Attack Dogs at each location. The Allies attack with spies in this mission, and dogs are your only defense against them.

Allied Spies often target your Tesla Reactors. If they get inside a reactor they can cut the power to your base for a full minute. Guard your Tesla Reactors with Attack Dogs or wall them in so the Spies can't even get near them.

You may have an urge to explore—don't, at least initially. Keep building up your forces and expanding your base. The more technology you develop, the better. Each time you get the ability to produce a new unit, put several at each of the entry points in your base. You should only put one Apocalypse Tank at each point, mainly because of the expense and time needed for building these massive tanks.

The waves of Allied attackers get progressively larger and more difficult to deal with. Flak troopers are particularly useful because, after the first couple of attacks the Allies will move in with groups of rocketeers. They'll also send in snipers, so watch the area around your base. It pays to explore these areas between attacks, if only to expose the terrain and allow you to spot enemy snipers when they appear.



Fig. 9-60. Start building immediately. You don't have a lot of time before the Allies start attacking.



Fig. 9-61. The first attacks are easy to deal with. Keep an eye (and an ear) out for Snipers, though.



Fig. 9-62. You also may see some civilians moving to attack your base.



Fig. 9-63. Take out the Propaganda Truck, and you'll be able to reveal the whole map.

When you can spare a tank, move west into the town and destroy the propaganda truck driving around the outskirts. It contains a power-up crate and Spy Satellite maps of the area. When you destroy this truck, you remove the shroud over the entire map. Now, when the Allies pop in using the Chronosphere, you can pinpoint exactly where they'll attack and what they'll attack with.

Look around the map and you'll also spot an outpost and a trio of Tech Derricks. Build four Engineers and place them into a Flak Track. Send it to this location accompanied by three or four Rhino Tanks, a few more Flak Tracks, and an Apocalypse Tank, if possible. Grab all four structures. You'll be reinforced by a group of Flak Troopers when you snag the Outpost. Place a Tesla Coil or two and a Flak Cannon around these buildings, and you've got some additional income and another place for the Allies to attack. They'll attack here, taking some of the pressure off your base. Use the outpost to repair your vehicles between battles.

Another problem you have is taking out the Allied Prism Tanks. Unfortunately, there's no great way to do this other than massing your firepower against them. They're very fragile, and an Apocalypse Tank can eliminate an entire squad of these vehicles. But because of their power, they're very dangerous, especially if they get within range of your Battle Lab.

The sixth and final Allied attack is the largest. You're hit from all sides, with virtually every Allied unit you can imagine. Hang tough, and concentrate on eliminating any Spies and Engineers before you do anything else. With those threats eliminated, concentrate on defending the Battle Lab. Build Walls around your Battle Lab and make sure it has plenty of air defense.

At some point during the mission, a group of trucks moves from the north down to the small base in the south. It's a nice bonus if you can destroy the trucks, either while they're moving or once they've reached the small base. Each truck drops a crate when it's destroyed.



Fig. 9-64. The outpost and derricks are worth taking between attacks.



Fig. 9-65. Prism Tanks are a real problem. Your best defense is heavy units.



Fig. 9-66. Try to hit the Allies while they're still chronoing in.



Fig. 9-67. Take out these trucks on the road if you can.

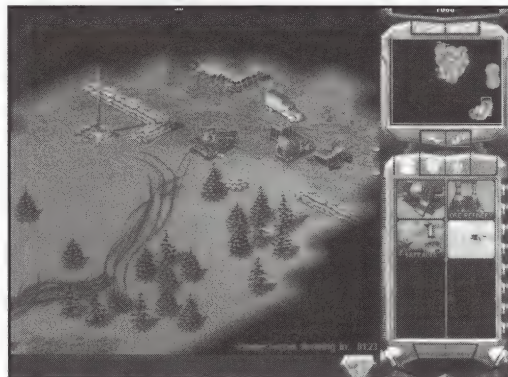


Fig. 9-68. If you miss them on the road, hit them once they reach their destination.

Mission 8: Desecration, Washington D.C.

As this mission begins, you're confronted by Yuri. He tells you that Romanov has been murdered by Vladimir. Naturally, this makes Vladimir less than a person in the eyes of the Soviet Union. The former General is currently holed up, of all places, in the White House. You must capture the White House and dispose of this corrupt General once and for all.

This mission is rough at first, but once you get going, you shouldn't have that tough of a time of it. Start by deploying your MCV immediately. You may have to move your troops initially to allow it to deploy.

You'll notice that your starting troops include four Desolators. These guys are extremely useful at the start of this mission. As you are getting under way, send one slightly north of your base, another to the southwest, and the other two to the northeast. Move all your Conscripts to the northeast, as well, and have them occupy the bunker and the tents.

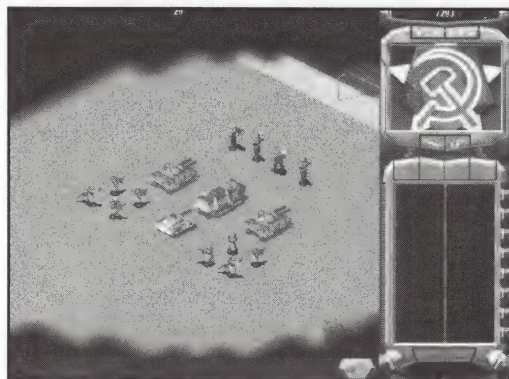


Fig. 9-69. Your starting force is small, but includes some Apocalypse Tanks.



Enemy Conscripts under Vladimir's control drop in at the start of the mission. You can see the shadows of the Paratroopers as they descend. Place a Desolator directly under these shadows and deploy him. He'll kill off these Conscripts as soon as they touch ground. This happens three times. The first is just north of your base, the second is to the southwest, and the third, which is a very large drop, is near the tents.

With this initial attack taken care of, start building your base in earnest. You need a couple of Tesla Reactors, a Barracks, a War Factory, a Radar Tower, and a Service Depot, as well as a Battle Lab. Beyond this, add

base defenses as you need or desire them, with Tesla Reactors as needed.

You should build a few Flak Tracks to act as defense against the V3 Launchers that appear to the south on the bridge. Take these out with your starting Apocalypse Tanks when they appear.

Once you're set with your base, this mission is a lot of fun. Build yourself a few more War Miners if you haven't already, then start turning out Apocalypse Tanks and V3s. Keep a close watch on the ore to your immediate east. When this runs out, pull your miners back. If they head into enemy territory now, they'll be carved up quickly.



Fig. 9-70. Desolators are great for taking out the initial enemy paraproops.



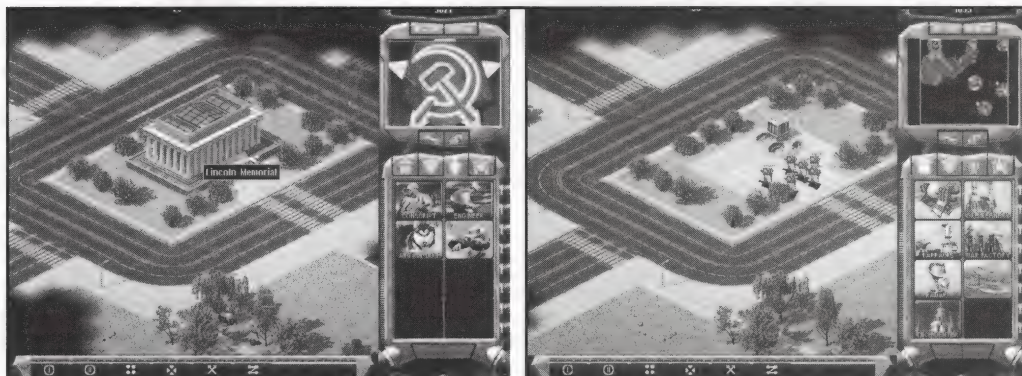
Figs. 9-71 and 9-72. Get your troops into the bunker and tents before the enemy drops here. Your Desolator will kill off the enemy troops without harming your own.



Fig. 9-73. The ore near your base will run out soon. Move units to protect your War Miners from the enemy to the southeast.



Instead, create a group of Conscripts and send them north until they find the Lincoln Memorial. Have them destroy this, then pick up the crate that appears. You get \$8,000 for doing this, which buys you a few more Apocalypse Tanks.



Figs. 9-74 and 9-75. Have Conscripts eliminate the Lincoln Memorial to get some extra cash.

When you're ready, move a force of Apocalypses down into the large ore field to your southeast. These tanks blast through enemy War Miners in just a few hits, so have them take out everything. Explore the enemy base carefully, being particularly cautious of the Tesla Coils. These you can take out with your own V3s.

Leave a bunch of your Apocalypse Tanks in the ore field, and start mining again. Leave a few more back at your base. Take a couple additional Apocalypse Tanks and probe the base to the west of this ore field. Three tanks should have little trouble dismantling it completely, again with the caveat that the Tesla Coils should be eliminated with V3s.

From this point on, it's really just a case of rolling up the enemy and keeping them contained. Push east with your Apocalypse Tanks and have the V3s follow along to take out any dangerous structures. Destroy any significant buildings you come across for the substantial cash reward. Move east, taking out anything you spot. You may wish to capture a building or two and use it as a forward position. If you do, build a Barracks and a few Tesla Coils here.



Fig. 9-76. While your Apocalypse Tanks start moving in on the enemy position, use V3s to take out the Tesla Coils.



Fig. 9-77. This base falls quickly. Move in slowly and concentrate fire on one unit at a time.

In the southwest, you find a pair of destroyed bridges, one of which can be repaired.

Do so, and send over a couple of Apocalypse Tanks.

There are a couple of enemies here, six trucks, and the Jefferson Memorial. Destroy everything. You'll get a series of crates filled with cash, power-ups, a Tesla Tank, and an extra War Miner—not a bad haul.

Your Barracks should be pumping out Tesla Troopers and Conscripts. Have these follow the Apocalypse Tanks east, catching anything the tanks miss. The Conscripts can garrison any buildings they find.

The only thing you really need to be careful of is the White House itself. Once you get an Engineer into this building, the mission ends.



Fig. 9-78. Keep pushing in toward important structures. Each one brings in extra cash.



Fig. 9-79. Repair this bridge for a few extra crates.



Fig. 9-80. Three Apocalypse Tanks can handle the small force waiting here.



Fig. 9-81. Keep garrisoning buildings as you push east.





Fig. 9-82. Taking out the enemy Construction Yard is worth losing a few units.



Fig. 9-83. With the power down, taking the White House should be no problem.

Mission 9: The Fox and the Hound, San Antonio

In your continuing efforts to remove the Americans from the war, it occurs to you that one of the fastest and best ways to eliminate them completely is to bring the President of the United States to your side and have him simply surrender. Of course, he won't do this willingly, so he must be mind controlled first. Your task is to take control of the American President's mind using Psi-Corps Troopers.

As the mission starts, a massive airdrop of Conscripts descends around the Alamo and is mercilessly slaughtered by the Prism Towers and Navy SEALs guarding the old fort. Fortunately, this airdrop was merely a diversion staged to allow you to get a pair of Yuri units into the area. They drop in a few blocks away from the Alamo.

Immediately, one of the Psi-Corps Troopers captures an IFV. Pull it back to your two units. Move the pair north to the small Allied base. The Psi-Corps Trooper who's currently walking should mind control one of the two GIs here. The GI will start shooting at the other and will probably be killed in the fight. Don't worry about it. Have the IFV slam into the other GI, and mind control an Engineer.



Fig. 9-84. These two Psi Corps Troopers are all you have to begin with. They're enough.

With the Engineer, you can take the Barracks. Control the other Engineer, take the Battle Lab. This allows you to build Spies, which can be useful later in the mission.

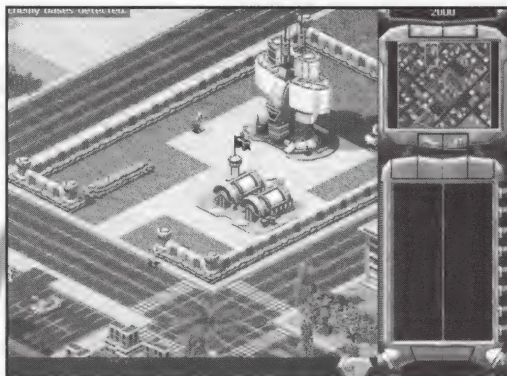


Fig. 9-85. Move to this small Allied base. The Battle Lab allows for extra cash while the Barracks allows you to build some units.



Fig. 9-86. Your force of 10 GIs should start garrisoning for now.

If you run out of money you can always sell the Battle Lab for additional cash. Now you can produce some units, and you need them. Create a couple Engineers and a host of GIs. You'll be using 10-man GI teams to accomplish a few goals.

Start moving your GI teams carefully through the map, capturing buildings and eliminating resistance. Of particular importance are the groups of Attack Dogs and GIs roaming around outside the Alamo. Take the Psi-Corps Trooper in the IFV and move him into the northwest corner. There's another small Allied base here containing a Sniper, a tank, several GIs, a NightHawk Helicopter, a Power Plant, and, most importantly, a Tech Airport. The first thing you need to do is get the Sniper out of there. Approach from the north side of the enemy base and use a Psi-Corps Trooper to eliminate the enemy GIs. After the GIs are gone you can mind-control the enemy Grizzly Tank and destroy the Patriot Missile. Then use the tank to destroy the Pillboxes. Now move the tank away and mind-control the Sniper again. You can now capture the Tech Airport, and you still have the Sniper that you can use to kill enemy SEALs.

Now have the Psi Corps Trooper capture the tank and blast a hole in the wall. Move the tank up and destroy as many of the GIs as you can, but don't worry if you don't get them all. Send in your own team of 10 GIs to pacify the area, but stay behind the walls so you don't have to deal with the Pillboxes. Destroy the Power Plant and move in an Engineer to capture the airfield.



Fig. 9-87. This small Allied base gives you the power you need to complete the mission.



Now you can produce Paratroopers, which you should drop around the Alamo. The Alamo itself is heavily fortified. There's no good way in, since each entrance is protected by

dogs, SEALs, and Prism Towers. Place your Conscripts into the buildings around the area in case the Allies move out. Have your other Psi-Corps Trooper unit move into the area around the Alamo, staying west.

You can have a few sets of Conscripts paratroop into this area and control a few of the buildings. With the second Psi-Corps Trooper, who also should have an IFV under his control, blast a hole in the back wall. You want to enter near the Allied Power Plants. Don't worry if this IFV is destroyed. If it is, have this Psi-Corps Trooper

capture one of the tanks in the area. Use these units to destroy the Power

Plants. You need to get two of them to prevent the Prism Towers from firing.

You can also drop some



Fig. 9-88. Blast through the wall, then start dismantling the Allied units.



Fig. 9-89. Use Paratroopers to garrison additional buildings.



Fig. 9-90. The main compound is a real problem. The SEALs are tough to kill with Conscripts and GIs.

TIP Spies can sabotage enemy power by entering a Power Plant. Sabotaging power will take base defenses off-line for a full 60 seconds.



TIP Infiltrate the Allied Battle Lab near the Alamo to get a special bonus unit, the Chrono Ivan.

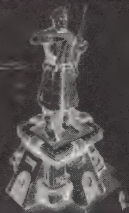


Fig. 9-91. You get some extra cash by taking out these trucks.

Conscripts into the small compound on the south end of the screen. Have them destroy the six trucks here, then grab all the crates that

appear. You get a stack of cash you can use to make more GIs, as well as three good power-ups. You can capture the Service Depot with an Engineer and sell it if you wish, but it's barely worth the trouble to do so. You can also keep the Service Depot and use it to repair any vehicles you control with one of your Yuris.

The SEALs are a constant problem. The good news is that Yuri can safely capture SEALs from outside their attack range. Grab a few SEALs and turn them on each other to clear out the area. Continue to destroy buildings, concentrating on Power Plants first, then whatever else you can find. However, because the Power Plants are so essential to keeping the Prism Towers offline, you shouldn't destroy anything else until all the Allied Power Plants are gone.

Once you've dealt with these inconveniences, all that remains is taking the President. Move in with the Psi-Corps Trooper and capture a SEAL guarding the President. Use this unit to clear out the remaining Allies and buildings, then move the captured SEAL to a distant location, preferably near a garrisoned structure. Now, have the Psi-Corps Trooper capture the President to complete the mission.



Fig. 9-92. Blasting through the walls gives you access to the Allied Power Plants.



Fig. 9-93. You don't have a lot of room, but you need to hit the Power Plants. Don't worry about losing Conscripts as long as you're doing damage.

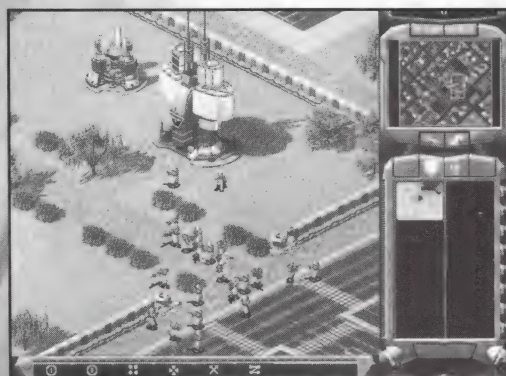


Fig. 9-94. Move in with Conscripts first.



Fig. 9-95. Be careful around the SEALs. The Psi-Corps Trooper should be able to get the President easily.



Mission 10: Weathered Alliance, U.S. Virgin Islands

In a last, desperate effort to stave off defeat, the Allies have created a new piece of superior technology. This Weather Control Device allows them to create massive, catastrophic storms that can sink entire fleets, destroy even the most powerful units, and eliminate buildings completely. It's believed that this structure is hidden in the U.S. Virgin Islands. Your task is to capture an American Battle Lab to learn the location of this device, and then to destroy it completely.

As the mission starts, you find yourself in something of a predicament. You have very little room to build a base, and few units to start with. The Allies are already entrenched and have a substantial navy. You must work quickly to get yourself up and running if you want to have a chance of staying afloat.

A pair of transports arrives at the start of this mission carrying a few Conscripts, an MCV, and a pair of tanks. Move the MCV near the northern edge of the island by the ore field and deploy it. Start building your base in earnest. Create a Naval Yard as soon as possible. Move one of your starting ships south right away and locate the Dreadnought here. This gives you a good start on creating your navy.

You have a small base already started. This includes a Tesla Reactor and a Radar Tower located on the southern end of the island. Get some troops over here quickly, and protect the area with Flak Cannons and Flak Troopers.

Your concentration, other than getting the base up and running, should be on your navy. Create a force of Sea Scorpions and Typhoon Submarines. As soon as you have a Battle Lab placed, start building Dreadnoughts. On land, supplement your War Miner with a second one. Otherwise, don't build much until you can start creating Apocalypse Tanks.



Fig. 9-96. Your target is the Allied Battle Lab on the nearby island.



Fig. 9-97. This Dreadnought is a nice unit to start your navy with.

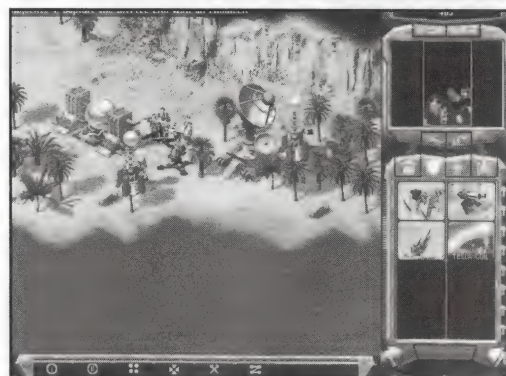


Fig. 9-98. This small area is important and needs to be protected.

Send a ship east from your island and explore the area. There's a small island here covered in gems and holding a Tech Outpost.

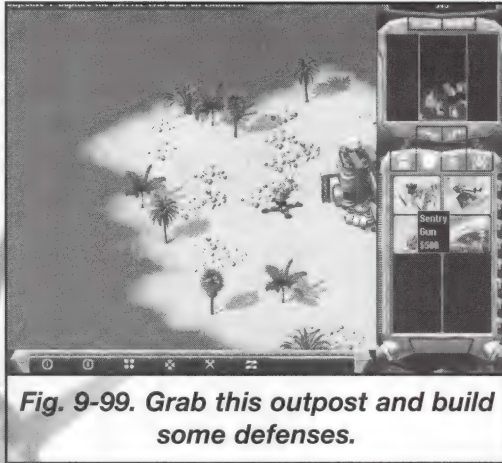


Fig. 9-99. Grab this outpost and build some defenses.

Have an Engineer grab the outpost for you. Your main base will run out of ore relatively quickly; to create the units you need, you have to find more ore. Build a refinery off of the tech outpost and start harvesting the resources on the small island. This will keep you supplied with money throughout the mission.

Now it's time to go hunting. Move your Sea Scorpions and submarines north from this small island. The Allies have a pair of Naval Yards on this end of their island, and you need to destroy both of them, as well as the ships they produce. Subs are perfect for this, and the Sea Scorpions protect them from the aerial assault of enemy Destroyers. Eliminate both Naval Yards, then move in your Dreadnoughts.

The job of the Dreadnoughts is to pound anything they can find on the shore. Have them destroy everything, not just the Pillboxes and units guarding the beach. They can take out just about everything on the entire eastern side of the island, with the exception of the Battle Lab and the two Patriot Missiles that flank it. This assault will take some time.



Fig. 9-100. When the ore on your island runs out, you can grab the gems here. If you wish, plant a Refinery on this island to avoid having to shuttle your miners back and forth.



Fig. 9-101. Destruction of the Allied navy gives you control over the waves.

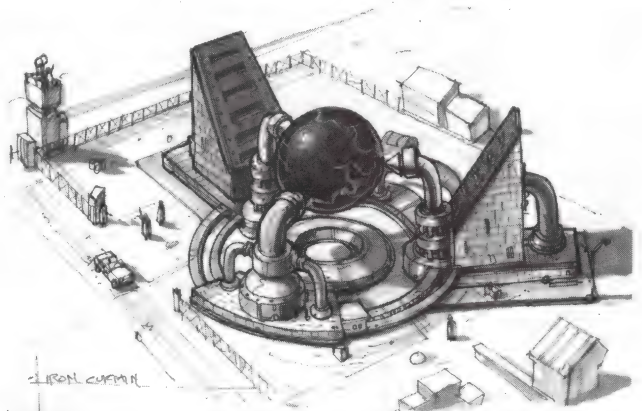




Fig. 9-102. The Dreadnoughts should start pounding the Allied shore.

While you're pounding them, the Allies create SEALs and send them out to destroy your ships. Again, Sea Scorpions are your best defense. Their Flak Cannons can handle any SEALs who try to destroy your Dreadnought force. They can also handle any Rocketeers who move in to attack.

Completely decimate the entire right half of this Allied island. Take out everything except that Battle Lab in the back. You can move in Engineers and try to take a building or two, but it's really not worth the effort. Instead, just level everything. When you're done, start the same process on the shore batteries located on the western half of the island. Take out as many Power Plants, Patriot Missiles, and Prism Towers as you can find. Send over Apocalypse Tanks to assist in the destruction.

Keep sending over Apocalypse Tanks. Before you capture the Battle Lab, fully explore the entire island. There's a large Allied base to the west. Leave a couple defenseless structures around the Battle Lab (the Air Force Command is a good choice) and move a few Engineers over into position.

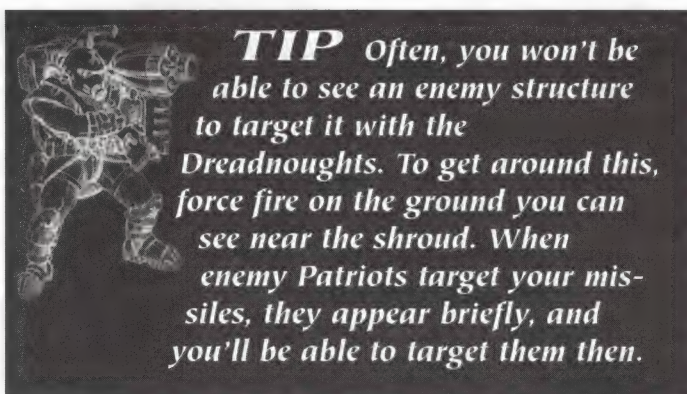


Fig. 9-103. Keep your subs and Sea Scorpions between the shore and the Dreadnoughts. They can handle the enemy SEALs.



Fig. 9-104. A couple Apocalypse Tanks can make mincemeat of the Allied position.

As soon as you capture the lab, everything changes. The shroud is revealed in the northwest corner of the map, and you're instructed

to build a Nuclear Missile Silo and use it to destroy the Weather Control Device. At the same time, the remaining ships in the Allied fleet sail in from the western edge of the map and start raising havoc with your navy. And, worst of all, the Allies send off a weather storm over your nuclear plant. Put a Refinery down and start mining on this large island.

You need to act fast. You can build a Nuclear Silo if you wish, but there are a few problems associated with it. First, it's expensive, costing \$5,000 to create. Second, it takes a full 10 minutes to build. The Allies can launch another weather storm before you have a missile ready to fire.

Ignore the weather storm for now. In fact, with the exception of repairing damaged structures, ignore any additional weather storms the Allies create. Use any additional money you have to replace ships lost from the surprise attack of the Allied navy. Gather up your ships and send them up the western side of the map.



Fig. 9-105. Keep the tanks moving west, looking for more Allies.



Fig. 9-106. While your tanks roll up the Allies, your Engineers wait to control the Allied structures.



Fig. 9-107. Keep your mining operation moving by putting your War Miners on the main island.



Fig. 9-108. Unfortunately, the Allies have a navy again.



What you find is that the Allies have a massive base along the edge of the island that covers the northern extremity of the map. It's stocked with Power Plants fueling Patriot Missiles and

scads of Prism Towers. Fortunately, you still have your Dreadnoughts. Again, have them target what they can on the northern island. Pay special attention to the Patriot Missiles first, since they interfere with the missiles from the Dreadnoughts. Take out Prism Towers next. Slowly march your fire inland, taking out anything you come across. You should definitely take out the Prism Towers on both sides of the inlet that leads to the third Allied Naval Yard, and destroy the yard as well.

Keep moving the Dreadnoughts in toward shore, and you can destroy the Weather Control Device from the sea. As soon as it is destroyed, the mission ends.



Fig. 9-109. Move your navy up the western side of the map.



Fig. 9-110. Have the Dreadnoughts destroy the Allied structures on the coast while your Typhoon Subs stand guard.



Fig. 9-111. You can hit the Allied device from the sea. There's no need to build a Nuclear Missile Silo.

Mission 11: Red Revolution, Moscow

Yuri congratulates you on your recent victory against the American forces, and he asks you to return to Moscow so that he can thank you personally. There's something sinister about the way he appears, though (more sinister than usual, even for Yuri). Your suspicions prove correct as your assistant tells you that you've received a videotape. The tape contains film of Romanov telling you that Yuri is controlling his mind and, if he dies, Yuri is the cause. It appears that perhaps even the inept Vladimir may have actually been an innocent victim of Yuri's plotting. Yuri is waiting for you in the Kremlin. Your task is to destroy the Kremlin, with Yuri still in it.

You start this mission with a horde of Conscripts, a few vehicles, a pair of Kirovs, and a Construction Yard. Start building immediately, adding all of the normal structures. Concentrate on adding Flak Cannons in the east and northwest while you build up your forces.

You should also start exploring with your Conscripts. Send a group north and garrison the houses you find here. Do the same with a group sent east through the pass. In both cases, you find several tech structures that are well worth taking. Snag these with Engineers as soon as you have the opportunity to build them. You get an outpost and a trio of derricks, all of which will be quite useful to you.

Continue to churn out Conscripts while you build your base. Have these units fully occupy all of the neutral buildings you find surrounding the four tech structures. While these houses are flimsy and won't stand up against a serious assault, they're the best defense you have.

The enemy starts attacking both through the northern pass and the eastern pass. Your garrisoned troops handle the bulk of these for you, and any units you create to guard your base take care of the rest. When you can build them, concentrate on making Apocalypse Tanks, since they can tear through enemy units quickly.



Fig. 9-114. You'll get a few reinforcements throughout the mission.



Fig. 9-112. You start this mission with a sizable force.



Fig. 9-113. Start looking for tech structures with your Conscripts.



Fig. 9-115. The buildings can't stand up to significant pounding, but your Conscripts can hold off the enemy for a while.



What you really need, in addition to as many Apocalypse Tanks as you can afford, are Tesla Coils. To power them, build a Battle Lab, then place a Nuclear Reactor at the back of your base. Half a dozen or so Tesla Coils around the front of your base will do a nice job of holding off the enemy.

The biggest concern you have in this mission is the enemy Psi-Corps Trooper units. Unfortunately, you can't build Yuris of your own this time. The best way to defend against them, if they manage to get past your garrisoned troops, is Attack Dogs. Create hunting packs of dogs and send them out after the Yuris whenever you spot them moving toward your base.

What you notice at this point is that the Kremlin is a long way from your starting position, and the passes are heavily guarded. Go for real power. Make a fortified area in your base with lots of Flak Cannons and Apocalypse Tanks. When you are ready, build a Nuclear Missile Silo and place it inside your fortified area.

Add a few more Flak Cannons and build about a dozen Flak Tracks. Place the Flak Cannons on either side of your base, and split your Flak Tracks as well. Move a few Apocalypse Tanks into both locations, then place the silo.

Once you place the Nuclear Missile Silo, a Psi-Corps Trooper will pop in and ask if you are truly planning to use nuclear weaponry in Mother Russia. You are, of course, but that's not what it wants to hear. To stop you, it starts sending in Kirovs from the north and northeast. This is why you placed all those Flak Cannons, Flak Tracks, and Apocalypse Tanks in those locations.



Fig. 9-118. As soon as you place a Nuclear Missile Silo, the Kirovs start rolling in.



Fig. 9-116. Your Apocalypse Tanks should take advantage of the outpost in the east.



Fig. 9-117. Enemy positions are well guarded. Even groups of V3s will have difficulty destroying a single enemy structure.



Fig. 9-119. Flak Tracks, Apocalypse Tanks, and Flak Cannons keep the Kirovs away from your base.

Now, you really don't have much to do but wait. Continue to add Flak Tracks to both locations where the Kirovs are moving in, and they shouldn't get too close to your base or the silo.

When the missile is ready to fire, launch it directly on top of the Kremlin. It'll take out the structure—and the Psi-Corps Trooper—with a single hit. The traitor is dead, and the Soviet military is yours to control.

Mission 12: Polar Storm, Point Hope, Alaska

The Americans have a final outpost from which they hope to continue resistance in guerrilla fashion. Their Chronosphere allows them to attack anywhere in the world, from New York to Moscow. It's reported that this final bastion of America is located in Point Hope, Alaska. Although you have few troops in the area, you must crush this last American base and bring about a successful conclusion to the glorious Soviet domination of the world.

You start with a very small base already set up. You have a Construction Yard, Tesla Reactor, Radar Tower, and Barracks. Build a Refinery immediately, and create a group of four or five Flak Troopers. Put these in the middle of your island. Continue building up the base as normal, but don't worry about placing Tesla Coils or Sentry Guns. A few Flak Cannons are worth the money, though. Don't worry about a second War Miner, either. You can do everything with the one you have.

With the War Factory in place, create a group of Rhino Tanks. Four or five will do the trick for you. Don't worry about the Naval Yard for the moment. A couple of Tesla Reactors and the Battle Lab are more pressing needs, at least initially. As soon as you have the Battle Lab, start creating a force of Kirovs.



Fig. 9-120. A single nuke is all you need to destroy the Kremlin, and Yuri, too.



Fig. 9-121. Start building immediately. The Allies won't wait until you are ready.





While all of this is happening, you'll start being attacked by waves of Allied troops. Groups of Rocketeers appear over the island, moving in from the west. Your Flak



Fig. 9-122. Allied Rocketeers can be stopped with Flak Troopers and Flak Cannons.

Troopers and Flak Tracks can handle these easily. The more serious raids happen when the Allies use their Chronosphere and send groups of vehicles onto the island. There are five different waves of Chronosphere attacks in all.

The first consists entirely of Rocket IFVs. They appear in the ore field to the northeast. Your War Miner and the Rhino Tanks can take care of these without too much trouble. Once this attack is over, send the tanks to the western part of the island and wait. Next, six Grizzlies warp in here. Your Rhinos can get most of them before they manage to phase back in.

Now, move everything that has a weapon to the south and wait. The third attack is a single transport loaded with SEALs. Although your Rhinos can handle the SEALs if they get to land, it's better to hit this transport while it's in the water. With the transport gone, move everything north, particularly the Flak Troopers. The fourth attack comes in from the water—it's a pair of Aircraft Carriers. The Flak Troopers and Flak Cannons will handle the aircraft. If you've got Kirovs built, move them into position to take out the carriers.

The final attack occurs in the southeast corner of your island. It's another group of tanks, and it shouldn't be any trouble for your Rhinos to take down this final Chronosphere attack.

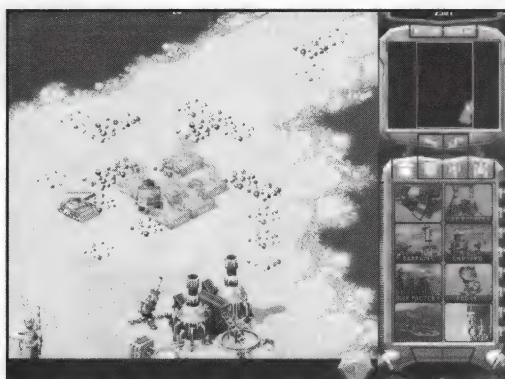


Fig. 9-123. The first enemy Chronosphere attack consists of IFVs that appear in your ore field.



Fig. 9-124. Get your Rhinos into position to deal with this group of Grizzly Tanks next.



Fig. 9-125. This transport is filled with SEALs.

Now you can create your main arsenal. If you haven't done so already, build six Kirovs. Once this is accomplished, build your Naval Yard.

Build six Sea Scorpions, five submarines, and four or five Dreadnoughts at your Naval Yard. When your ships are built, send a Kirov up the right edge of the map to the northeast corner. From here, move in carefully and find the Tech Airport. Although you can't get an Engineer to this structure, you can take the three Kirov ships around it. Move these back to your base. To keep these units safe while they're moving, send a couple of Sea Scorpions with them to guard against Rocketeers.

Take the Sea Scorpions and submarines, and move west from the Naval Yard. There are about a dozen Allied ships and two Naval Yards, all of which must be destroyed. You need superiority in the water to complete this mission. Move along the coast, attacking with the subs while the Sea Scorpions provide air cover.

With complete domination over the waves, you're now in the perfect position to destroy a huge portion of the Allied position. Use the Dreadnoughts to shell the beach, taking out everything you can see and targeting new structures as they become available. Pay particular attention to Power Plants and Patriot Missiles. Meanwhile, send the Kirovs to the southwest corner of the map, being particularly careful to



Fig. 9-126. After you've dealt with the carriers, move your tanks to the southeast corner and wait for the final attack.

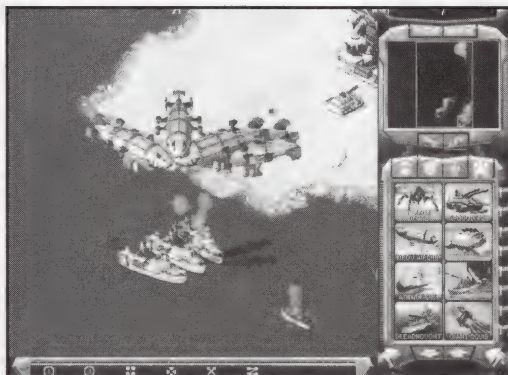


Fig. 9-127. You can use your Kirovs to help wipe out the initial attack of Allied Destroyers. These ships attack when you place your Naval Yard.



Fig. 9-128. This group of three Kirovs makes an excellent addition to your aerial force.



Fig. 9-129. Move the ships in to destroy the Allied Naval Yards.



keep them away from land. You don't want to fly them over the Patriot Missiles in the area.

Move your ships around the southern tip of the island to the back cove and repeat this process. Initially, concentrate on taking out Prism Towers and Pillboxes that can hit your ships, then have the Dreadnoughts take out targets of opportunity. The best way to do this is to force fire on the ground, then have the Dreadnoughts target anything that is revealed when the Patriots fire to stop the Dreadnought missiles. Hit the Patriots last, because they're what allows you to see the other structures.

Run the Kirovs up through this cove now and move them mainly north, but bearing slightly east. Once they start spotting a high concentration of walls, Pillboxes, and Prism Towers, move them in. Meanwhile, your Dreadnoughts should continue hitting any Patriot Missiles the Kirovs uncover.

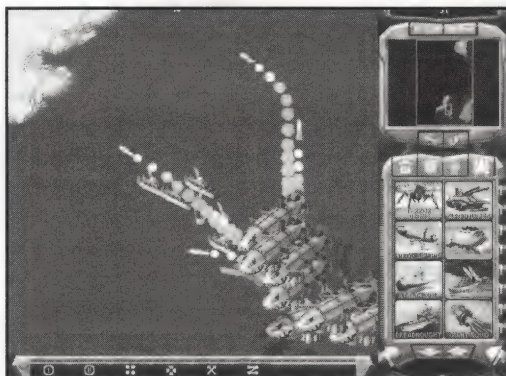


Fig. 9-130. While the Dreadnoughts hit the shore, the Kirovs move to the southwest.



Fig. 9-131. The entire force moves into the southwest.



Fig. 9-132. The Dreadnoughts take out the Patriot Missiles, freeing up the Kirovs for their attack.



Fig. 9-133. As the Kirovs move in, the Dreadnoughts can continue pounding the Allied position.



Fig. 9-134. *The slow march of the Kirovs continues toward the Allied Chronosphere.*



Fig. 9-135. *With this much firepower at your disposal, there is nothing the Allies can do to stop you.*

The goal of the Kirovs should be the Chrono-sphere itself. It's located at the center of this collection of walls and defensive structures. Although there are still some air defenses in the area, they shouldn't be able to cope with 6 to 10 Kirovs at once. Move in and blow up the Chronosphere.

With the Chronosphere destroyed, the Allies have no ability to continue their fight against you and no ability to strike at any of your positions. The mission ends in success regardless of how many units the Allies still have. The world is once again at peace, but this time, it's your peace.



Chapter 10: Multiplayer Tactics

Multiplayer Units

In multiplayer and skirmish games, you don't simply select the Allies or the Soviets. Each of these two basic armies is further divided into four or five different nationalities. Each of these has a specific unit or structure that gives that army a particular strength or advantage in combat. All of these are valuable, and all can turn the tide of battle if used intelligently.

Allied players can select from the United States, Korea, Great Britain, France, and Germany. Soviet players can opt for Russia, Iraq, Cuba, and Libya.

Allied Units

United States: Paratroopers

American Paratroopers are identical to those gained by capturing a Tech Airport. Essentially, they're just a group of normal GIs who can be airdropped anywhere on the map. The difference is that the United States begins creating Paratroopers as soon as they build and place an Air Force Command. This means the Americans can start dropping troops throughout the map early in the battle, and can get a jump on garrisoning structures close to enemy bases. They may not seem very exciting, but eight GIs in the right place can seriously damage an enemy army.



Fig. 10-1. Paratroopers are groups of GIs that can be placed anywhere on the map.

Korea: Black Eagle Jets

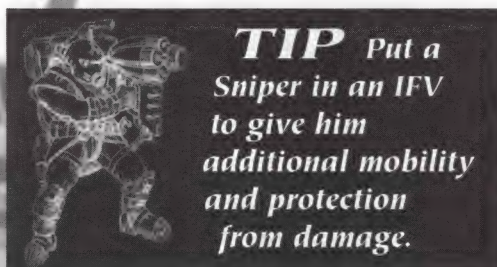
The Korean military prides itself on its air force, and the Black Eagle is why. These jets are about twice as powerful and twice as tough as the normal Harrier jet, but cost the same amount of money. The Korean army wins through the air. If you opt to play as the Koreans, build these jets as quickly as possible. They can quickly overwhelm anyone who hasn't built enough air defenses—and, early in the game, few people have.



Fig. 10-2. Black Eagles are twice as strong as Harriers, but cost the same.

Great Britain: Snipers

The Snipers of Great Britain are, for all intents and purposes, the same as Tanya without the ability to destroy buildings or swim. They carry a long-range, high-powered rifle that kills off enemy infantry with a single shot. No infantry is safe with a Sniper on the job. A single one can reduce a mass of enemy infantry to a mass of corpses in just a few seconds.



France: Grand Cannons

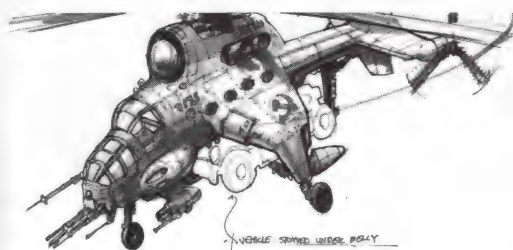
The French army is the only one without a special unit. Instead, the French army features the Grand Cannon, a massive base defense that launches a high-powered projectile a huge distance. This incredible gun is capable of tearing through any ground-based unit quickly, killing off even powerful Apocalypse Tanks in just a few hits. Although its rate of fire is slow, the raw power it brings to the table is nothing to sneeze at. Grand Cannons have a minimum range, which means they can't turn their massive gun on enemies that get too close. Build walls and Pillboxes around your Grand Cannons to keep infantry at a distance.



Fig. 10-3. Snipers can pick off any enemy infantry units with a single shot.

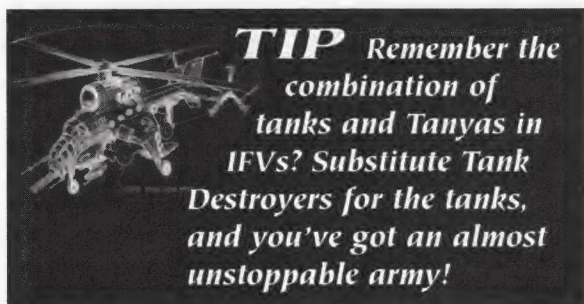


Fig. 10-4. While slow, Grand Cannons hit extremely hard.



Germany: Tank Destroyers

No vehicle is safe from the rapid-fire of Tank Destroyers. They're virtually useless against enemy infantry and structures, but Tank Destroyers are incredibly fast at eliminating vehicles. A small group can completely destroy an enemy tank rush and roll away virtually unscathed. Used with anti-infantry and a few anti-air units, these units are close to unstoppable.



Soviet Units

Russia: Tesla Tank

The last logical extension of Tesla technology is to put it on treads. Behold! The Tesla Tank! Armed with a powerful Tesla Coil, this vehicle packs about the same punch as the base defense, but offers the ability to move, too. A group of Tesla Tanks can blast through enemy structures in moments and will destroy enemy vehicles and infantry just as quickly. Pair them with Flak Tracks, and you've got a group that can destroy whatever it encounters.

Cuba: Terrorist

Kamikaze, anyone? The Terrorist is a man so devoted to the cause of spreading the Soviet ideal that he's willing to destroy himself to defeat his enemies. Essentially, a Terrorist is a human bomb, a man wired with enough dynamite to destroy whatever he's near when he flips the switch. Although he's vulnerable and weak, a Terrorist who makes it into an enemy base can cause tremendous amounts of havoc. Another benefit is that they don't need a lot of training, so they're cheap and quick to build.



Fig. 10-5. No vehicle is safe from the might of a Tank Destroyer.



Fig. 10-6. The final piece of Tesla technology is the powerful Tesla Tank.

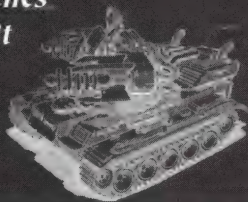


Fig. 10-7. Terrorists sacrifice

Libya: Demolition Truck

The most logical extension of the idea behind the Terrorist is to take that explosive and put it on wheels. That's precisely what a Demolition Truck is: a rolling bomb. Driven by fanatics who volunteer for their one-way suicide mission, Demolition Trucks are even more destructive than Terrorists. Even better, the explosives they carry are nuclear and leave a nice patch of radiation after detonation. Not only will a Demolition Truck take out a target, it'll also take out the infantry in the area.

TIP *Want to make sure your Demolition Truck reaches its target? Use the Iron Curtain on it. It'll still detonate when it reaches the target, but it can't be damaged by enemy units or base defenses until that point.*



Iraq: Desolator



The Desolator is a one-man wrecking crew. Encased in a huge radiation suit, this unit charges around the battlefield frying enemy infantry with his radiation weapon. Not as useful against heavily armored vehicles, the Desolator can still cause a good amount of damage to lightly armored enemies. Even better, when the Desolator deploys, he creates a large area of radioactivity that obliterates any infantry unlucky enough to be caught in his radius.

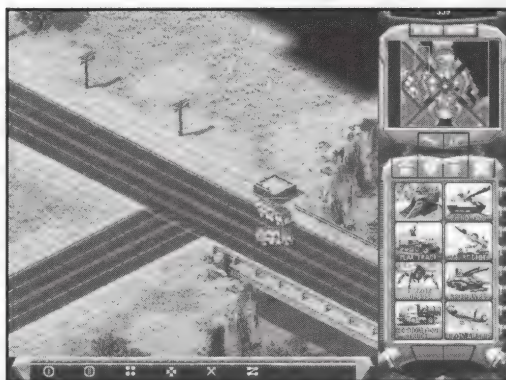


Fig. 10-8. Demolition Trucks pack a nuclear punch.



Fig. 10-9. Desolators are the quickest way to get rid of packs of infantry.

Counters

Each of the special units, while powerful, has a good counter. When you spot an enemy special unit, use the following to eliminate them:

<i>Special Unit</i>	<i>Counter</i>
Paratroopers	Flak Track, Flak Trooper, IFV
Black Eagle	Flak Track, IFV, Patriot Missile, Flak Cannon
Sniper	Flak Track, IFV
Grand Cannon	Rocketeer, Harrier, Kirov
Tank Destroyer	Tesla Trooper, Rocketeer, Deployed GI
Tesla Tank	Rocketeer, Harrier, Kirov
Terrorist	GI, Conscript, IFV, Flak Track, Flak Trooper
Demolition Truck	Prism Tank, Apocalypse Tank, Rocketeer, Harrier
Desolator	Deployed V3 Launcher, Rocketeer, any tank

More Special Units

Spies have the ability to sneak into many enemy structures. One of the most useful is the Battle Lab. When you get a Spy into an enemy Battle Lab, you gain the ability to create a new infantry unit. There are four possibilities.

The most basic tactic is sneaking an Allied Spy into a Soviet Battle Lab. Do this, and you will be able to build Psi-Corps Troopers. These are effectively Allied Yuris, and behave exactly the same way. They're nice to have, particularly if the enemy is using Yuris against you.

Get an Allied Spy into the Battle Lab of an enemy Allied army and you get the ability to create Chrono Commandos. These units are loads of fun and extremely useful. They move across the map like Chrono Legionnaires, but otherwise act like Navy SEALs. They can use C4 on any nearby structures and kill infantry instantly.



Fig. 10-10. Sneaking a Spy into an enemy Battle Lab pays big dividends.



Fig. 10-11. Chrono Commandos are powerful and a lot of fun to use.

A slightly more esoteric unit comes about when a Soviet player gains the ability to create Spies and gets one into an Allied Battle Lab. The new unit is the Chrono Ivan, a combination of a Chrono Legionnaire and a Crazy Ivan. This unit has all of the abilities of Crazy Ivan, but also can chrono across the map.

The rarest unit is gained by getting a Soviet Spy into a Soviet Battle Lab. The result is Yuri Prime, a super-powered Yuri unit so deadly you can only have one at a time. Yuri Prime is really no different from a normal Yuri unit, but his range is much farther; he's effective at about the range of a British Sniper, or almost a full screen away.

Using Special Weapons

The Nuclear Missile Silo and the Weather Control Device are essentially one-trick ponies. You can use them to destroy a large portion of the enemy base and several of their units quickly. This isn't the case with the Iron Curtain and the Chronosphere, both of which are a little more versatile than their more destructive counterparts. These two devices can be used both defensively and offensively for some very entertaining and destructive tricks.

Chronosphere Tricks

Of the special weapons, the Chronosphere has a few more fun possibilities, and can be used offensively in a few more ways. Most people think of the Chronosphere as a way to take their own units and put them somewhere else on the map. However, there are some interesting possibilities if you use the Chronosphere on an enemy. Consider the following:

- Grab attacking enemy tanks and drop them into water, destroying them instantly.
- Along the same lines, grab an enemy navy and drop it on land. Again, this destroys the units instantly.



Fig. 10-12. You can use the Chronosphere to eliminate enemy units.

- When playing a free for all, grab one player's units and deposit them in the middle of another player's base. You've created a mini war and weakened two enemies at once.
- As a last-ditch defense, infantry units affected by the Chronosphere are killed instantly. You can use this to break up a rush of enemy infantry.

Of course, there's a way to chrono infantry safely. Any infantry unit can be safely chronoed if it's inside a vehicle. So, a Spy in an IFV or a group of GIs in a transport can be chronoed across the map without damage. This is a great way to move hordes of infantry from place to place.

Iron Curtain Tricks

The Iron Curtain makes whatever it affects invulnerable for roughly 25 seconds. This is pretty useful, and it's a great way to start off an attack, since it gives you a good chance to whittle down the enemy defenses or blast through some of their units without taking any damage yourself. There are a few other ways to use the Iron Curtain, though.

- You can Iron Curtain buildings as well as units. If a particular building is coming under attack, you can protect it with the Iron Curtain while moving in units to destroy the threat.
- As with the Chronosphere, the Iron Curtain instantly kills any infantry unit in its area of effect. It can be used to slaughter enemy infantry if you're desperate.
- This may not seem like a useful tactic, but you can also use the Iron Curtain on enemy vehicles. Naturally, you wouldn't want to do this when they're attacking you, but you may find it useful to use the Iron Curtain on the vehicles of one player attacking a second player.
- Listed above is the idea of using the Iron Curtain on Demolition Trucks (see the tip under "Libya: Demolition Truck"). How about using Terror Drones? You'll give them a good 25 seconds or so to tear up enemy vehicles, and they'll come out just as strong as they were when they went in.
- Consider using the Iron Curtain on Rhino Tanks instead of Apocalypse Tanks. True, an invulnerable Apocalypse Tank is a force to be reckoned with, but Rhino Tanks are still plenty powerful, and are fast enough to reach more targets.

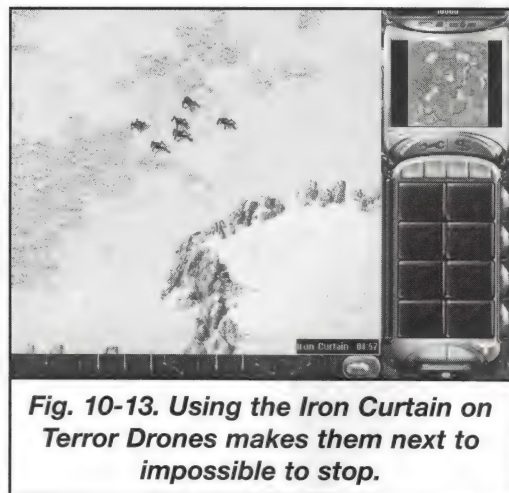


Fig. 10-13. Using the Iron Curtain on Terror Drones makes them next to impossible to stop.

The invulnerability created by the Iron Curtain is a true offensive weapon. You should use it as such. Don't be afraid to try something new with it. Use it both to increase your own power and to foil your enemies.

Fun with Alliances

One of the more entertaining things about multiplayer games is that you can ally yourself with other players for the length of the mission. The ability to use troops from both armies and combine your tactics allows for some truly interesting and esoteric possibilities, as well as some really dirty tricks.

Tricks with an allied partner range from the simple to the extremely complex. For instance, in most games, you can place your structures next to the structures of your allies. Early in the mission, ally with another player who's using the opposite army (if you're playing Allied, ally yourself with a Soviet player). Each of you builds an additional Barracks and places it in the center of the other player's base. Then, break the alliance and capture each other's Barracks. When you have both done this, re-create the alliance. Now both of you can produce both types of infantry. You can do the same with a War Factory, and even a Construction Yard, when both of you have created MCVs. This allows both of you to create such interesting possibilities as Tesla IFVs.

Once you've used the tactic above, break the alliance again and allow Spies to infiltrate each other's Battle Lab. This gives both of you an additional powerful unit (specifically, a Yuri and a Chrono Ivan).

The ability to build structures near allied structures allows for some additional interesting possibilities, as well. You can agree to place all of your special weapons in the same base, allowing both of you to group your base defenses to keep all of your special weapons protected by a mass of firepower. This does make them more vulnerable to a powerful attack, but the ability to group defensive structures from both armies together makes for a very powerful set of defenses to crack.

You should know by now how difficult it is to deal with units that have been Iron Curtained. You should also know that chronoed units can cause a headache, as well. So why not combine these actions? One player uses the Chronosphere to transport a group of units into an enemy base. Once inside, the other player should use the Iron Curtain on the Chrono team and they'll have at least a little time to cause some real havoc before the effects of the Iron Curtain wear off.



Fig. 10-14. Don't leave special weapons untended. You can persuade your allies to help defend powerful items like this silo.



Other Important Reminders

Playing against other human opponents, whether with allies or as a free for all, offers some unique challenges. You have to change your mindset and get used to the idea that your opponents are going to be unpredictable and will try things that a computer opponent won't.

One such tactic is the Engineer rush. If you start with a decent amount of money, you can quickly and easily create your basic structures, including a Naval Yard, a single transport, and a group of three or four Engineers. Load up the Engineers and find an enemy base, which will still be in the early stages of development, just like yours. With luck, you can get the transport in, deploy the Engineers, and steal a building or two before the enemy reacts. At such an early stage, they aren't likely to have much in the way of base defenses, and their starting vehicles and troops likely can't handle a good-sized group of Engineers. Take an enemy's Construction Yard early in the mission, and you've crippled them permanently, especially if you sell it off right away.

Naturally, the fact that you can pull off an Engineer rush in the first few minutes means that you also need to guard against it. Build base defenses early, keep a few good anti-infantry units around your base early on, and keep looking for suspicious enemy vehicles.

You can also expect enemy players to create intelligent and powerful attack groups. A computer player may not come up with the tactic of running IFVs with Tanyas and pairing these vehicles with Tank Destroyers, but you can bet another human player will. So, your defenses need to be even tighter. You need to keep Attack Dogs around your base to prevent Spies from attacking your vulnerable structures at all times. Wall off important buildings when you can, and keep those walls repaired.

When an enemy player is attacking your base, queue up walls in your Build menu. As soon as the enemy breaks through a wall section, drop the new one down and start building more walls. This is frustrating for your enemy, and buys you time to get your units into position to counterattack. If you need base defenses quickly, concentrate your efforts on Pillboxes or Sentry

NOTE Soviet players can use this strategy for even less money with a Flak Track.



Fig. 10-15. Mixed groups make for better defense.



Fig. 10-16. A good mix of base defenses is critical for your safety.

Guns. Both can take a pretty good pounding, and they're cheap and quick to build. By the time the enemy has successfully dealt with one Pillbox, you have time to get another one, or even two, down and ready to go. And because these don't rely on your power, you don't run the risk of shutting off your entire power grid.

Because other players will attack your base with Engineers more frequently than a computer opponent will, it's a good idea to have a stock of Engineers on hand to take your buildings back if they're captured. It's also a good idea to build an MCV as quickly as possible and move it off to a remote location. If your base is destroyed or your Construction Yard is captured or eliminated, you're still in the game.

Human players are also more likely to use large amounts of Terror Drones. These can be tough to deal with—but if you're careful, you can take most of them out before they attack your vehicles. When a Terror Drone gets inside one of your vehicles, pull the unit back to a Service Depot if there's one close enough. Otherwise, have your other vehicles force fire on the affected unit. If the Terror Drone kills the vehicle, it'll leap out to attack again. If the vehicle is destroyed another way while the Terror Drone is inside, the Drone is destroyed with the vehicle. Cut your losses and destroy the vehicle yourself.

Multiplayer games tend to go longer than single-player games, or even skirmish games. You need a good force of miners at the start of the game to keep the money rolling in. In fact, you should build two or three miners before you start creating tanks. Toward the end of the game, though, there's very little ore left on the map. You don't need the massive force of miners you started the game with. At times like these, you can sell back your Chrono Miners by moving them onto a Service Depot and using the Sell button. You'll get \$700 for each one, or the price of a Grizzly Tank, not a bad trade for a unit that has no function when there's no ore around. You should probably keep a couple of miners to continue picking up the ore generated by mine drills (see Chapter 4 for more information on Mine Drills).

If you're in a difficult starting position, like the center of the map, it's a good idea to create multiple producing structures. Having a Barracks at either end of your base allows you to create troops in either one, wherever they're most needed. This saves you the hassle of constantly rerouting your troops. All you need to do is change which structure is your primary building.

The Psychic Sensor is a greatly overlooked building, particularly in multiplayer. Nothing is better for detecting sneak attacks on your base. Every Allied player will build the Spy Satellite, which reveals the entire map, allowing the player to see attacks on the way. If you're playing as the Soviets, you should do the same with the Psychic Sensor, which reveals the targets of incoming enemy units.



Fig. 10-17. Always, always protect your miners.

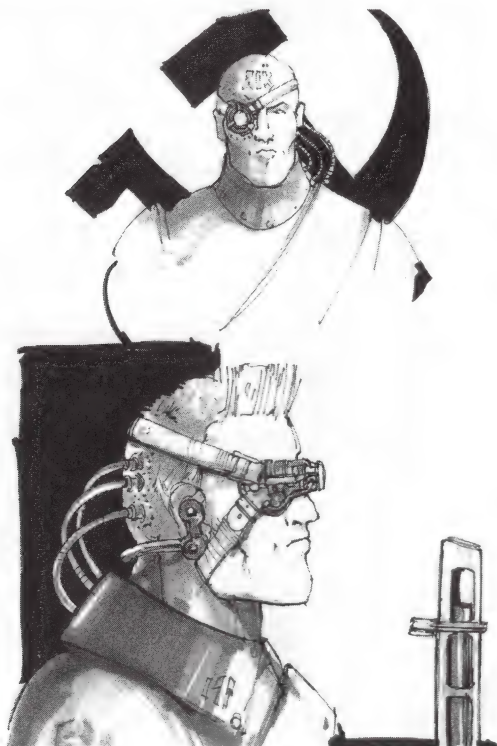
The next idea is a little sneaky, but it works. Stick a powerful unit like a Yuri or a Tanya behind a building where he or she is difficult to spot. Enemy units will move through and be targeted by your unit, and you'll often score a kill or two before the enemy realizes what is going on.

Finally, keep your eye out for power-up crates. They appear randomly throughout the map, and their effects are random, as well. You may get something as unexciting as a firepower or armor upgrade (which is quite worthwhile if you pick up the crate with an Apocalypse Tank), but some crates are extremely valuable. Some contain money, while others contain units. There's nothing like a free War Miner or Apocalypse Tank, especially if you grab it in the back of an enemy's base.

Crates also appear in the water. You can get these with ships, or with a Tanya. Don't let crates go to waste. Grab them with anything you can. Chrono Legionnaires, NightHawks, and other fast units are excellent for this task.



Fig. 10-18. Behind the high radar dish on an Air Force Command is an ideal place to hide a Tanya or Sniper.





Appendix

Unit Prices

Allied Units

<i>Unit</i>	<i>Price</i>
Aegis Cruiser	1,500
Aircraft Carrier	2,000
Allied MCV	3,000
Amphibious Transport	900
Attack Dog	200
Chrono Legionnaire	1,500
Chrono Miner	1,400
Destroyer	1,000
Dolphin	500
Engineer	500
GI	200
Grizzly Battle Tank	700
Harrier	1,200
IFV	600
Mirage Tank	1,000
Navy SEAL	1,000
NightHawk Helicopter	1,000
Prism Tank	1,200
Rocketeer	600
Spy	900
Tanya	1,000

Soviet Units

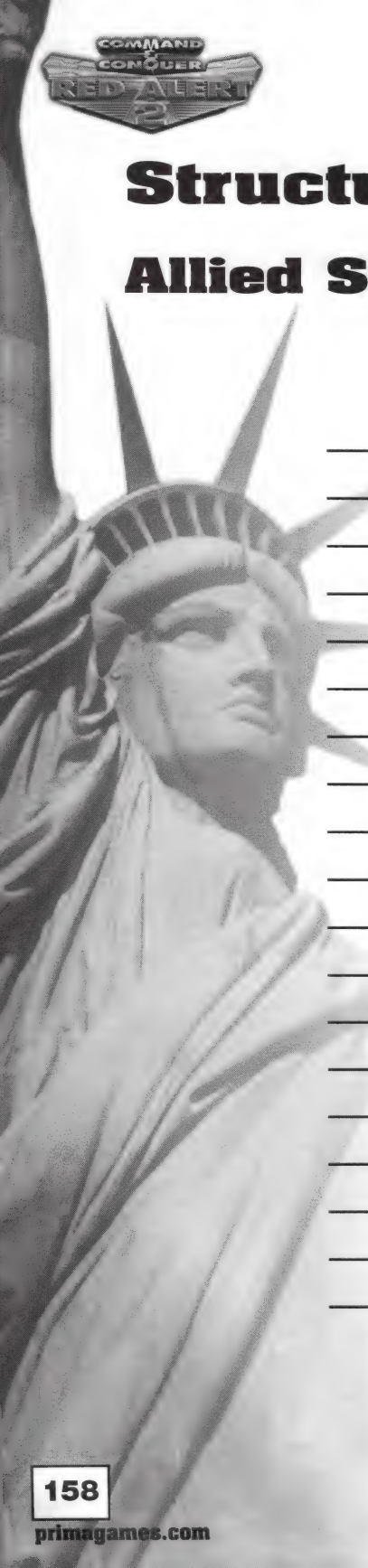
<i>Unit</i>	<i>Price</i>
Amphibious Transport	900
Apocalypse Assault Tank	1,750
Attack Dog	200
Conscript	100
Crazy Ivan	600
Dreadnaught	2,000
Engineer	500
Flak Track	500
Flak Trooper	300
Giant Squid	1,000
Kirov	2,000
Rhino Heavy Tank	900
Sea Scorpion	800
Soviet MCV	3,000
Terror Drone	500
Tesla Trooper	500
Typhoon Attack Sub	1,000
V3 Rocket Launcher	800
War Miner	1,400
Yuri	1,200





Structure Prices

Allied Structures

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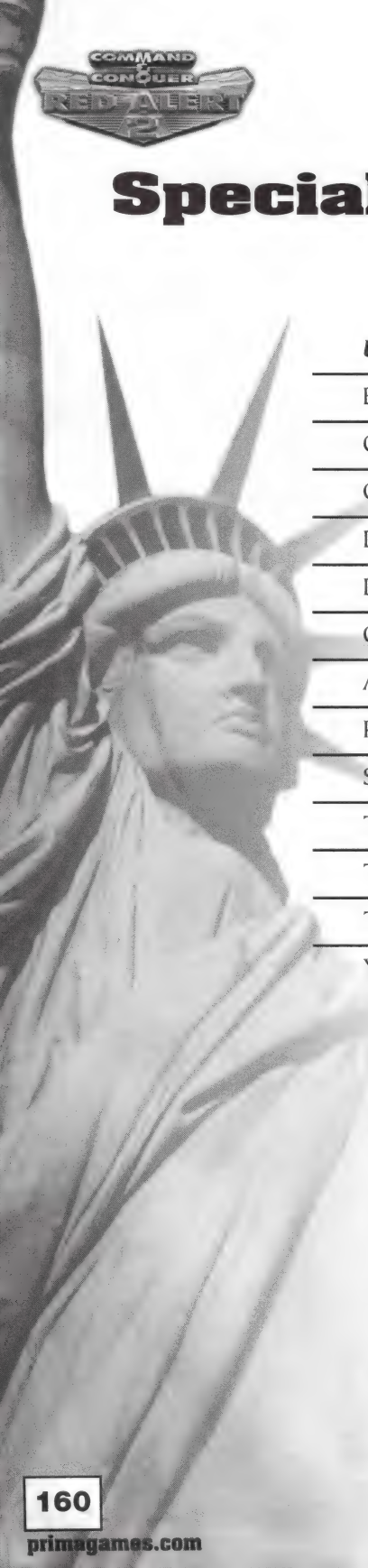
<i>Structure</i>	<i>Price</i>
Air Force Command	1,200
Allied Wall	100
Barracks	500
Battle Lab	2,000
Chronosphere	2,500
Construction Yard	0
Gap Generator	1,000
Naval Yard	1,000
Ore Purifier	2,500
Patriot Missile	1,000
Pillbox	500
Power Plant	800
Prism Tower	1,500
Refinery	2,000
Service Depot	900
Spy Satellite	1,500
War Factory	2,000
Weather Control Device	5,000

Soviet Structures

<i>Structure</i>	<i>Price</i>
Barracks	500
Battle Lab	2,000
Cloning Vat	2,500
Construction Yard	0
Flak Cannon	1,000
Iron Curtain	2,500
Naval Yard	1,000
Nuclear Missile Silo	5,000
Nuclear Reactor	1,000
Psychic Sensor	1,500
Radar Tower	1,000
Refinery	2,000
Sentry Gun	500
Service Depot	900
Soviet Wall	100
Tesla Coil	1,500
Tesla Reactor	600
War Factory	2,000



Special Units and Structures



<i>Unit/Structure</i>	<i>Secret Unit</i>	<i>Price</i>
Black Eagle	Korea	1,200
Chrono Commando	Secret Unit	2,000
Chrono Ivan	Secret Unit	1,000
Demolition Truck	Libya	1,500
Desolator	Iraq	600
Grand Cannon	France	2,000
Airborne	U.S.A.	0
Psi-Corps Trooper	Allies	1,000
Sniper	Great Britain	600
Tank Destroyer	Germany	900
Terrorist	Cuba	200
Tesla Tank	Russia	1,200
Yuri Prime	Secret Unit	2,000



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Mission 5: Dark Night, Polish-German
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Mission 6: Liberty, Washington D. C., 77-81

Mission 7: Deep Sea, Pearl Harbor, 82-85

Mission 8: Free Gateway, St. Louis, 86-89

Mission 9: Sun Temple, Tulum,
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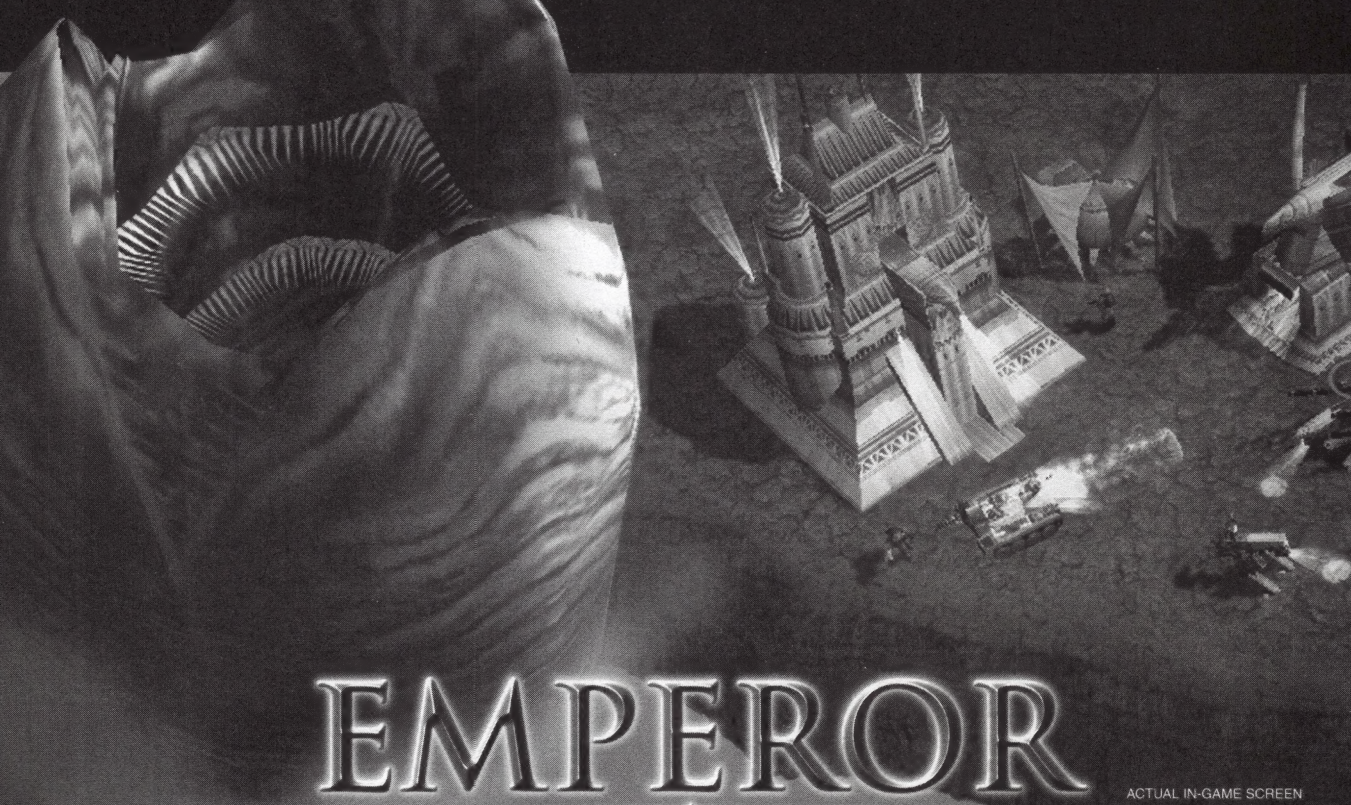
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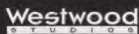
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